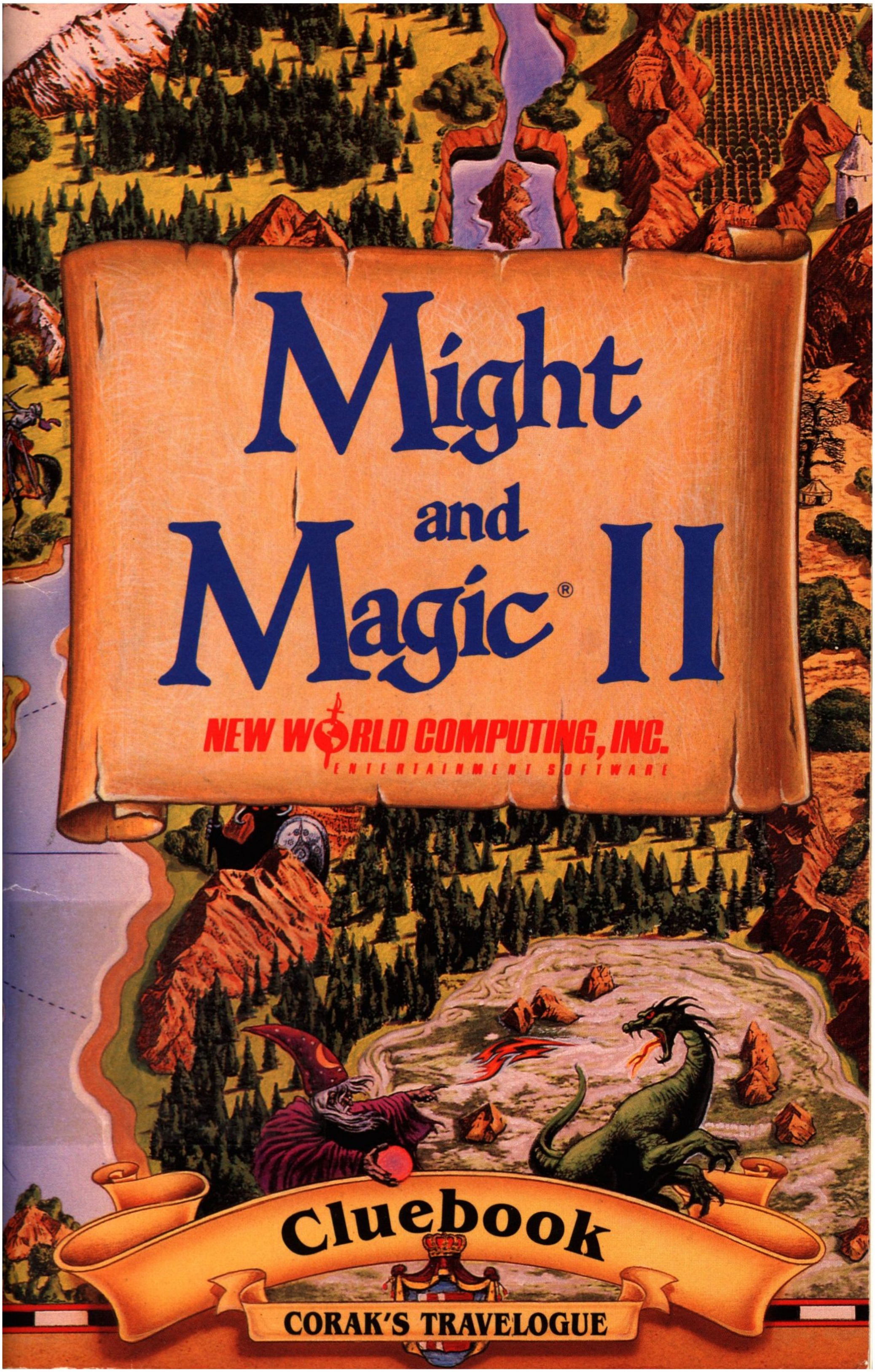

Might and Magic® II

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

Cluebook

CORAK'S TRAVELOGUE

Corak's Travelogue

Might and Magic II Cluebook

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

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Second Edition

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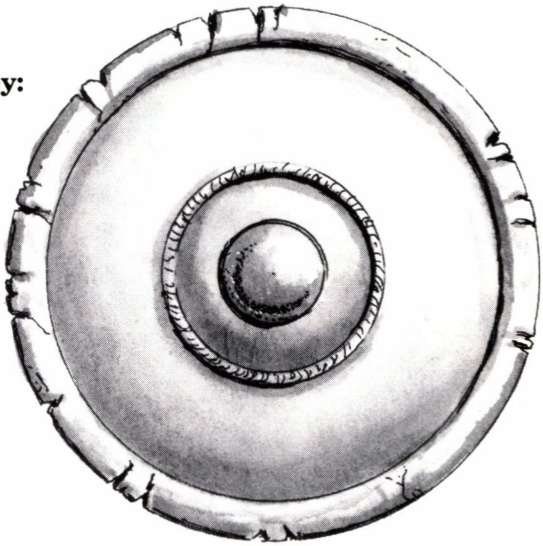

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Introduction to Corak's Travelogue

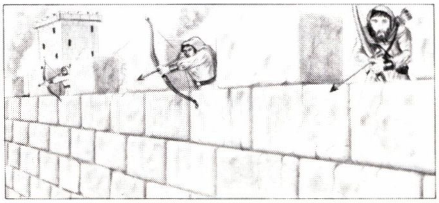
Corak the Mysterious disappeared in a fiery blast of energy while searching for a means to save the world of Cron from destruction. He had told no one of any previous attempts to rescue the world and had kept his efforts shrouded in secrecy. The nobles of the realm commenced a search of his dwelling so that they could learn about the danger and maybe what had happened to Corak. No major clues were discovered. However, a most interesting journal was found.

This journal, which follows shortly hereafter, details the world of Cron. Modern Cron, including the fearsome Elemental Planes, is divided into 60 maps of 16x16 dimension. Areas of major importance such as castles, towns, highways, caverns, and dungeons are highlighted. Ancient ruins are marked down and noted, secret paths and passageways are uncovered, and warning signs lead away from locations of great natural hazards.

Also included in Corak's journal is a compendium of weapons, items, and miscellaneous equipment. Functions of these articles are also noted. Perhaps most useful and interesting of all is a list of every monster encountered in the history of Cron. The list contains all that is known about each monster; strengths, weaknesses, and immunities.

Corak also left many riddles to be deciphered. It is believed that these riddles offer insight into how to solve the mysteries and puzzles which Cron hides. They might even contain information as to how to relieve Cron of its impending doom.

The journal of Corak is given to the hearty adventurer as a guide and supplement for adventure in the world of Cron. With perseverance, determination, and a little luck Cron can be saved from catastrophic end.



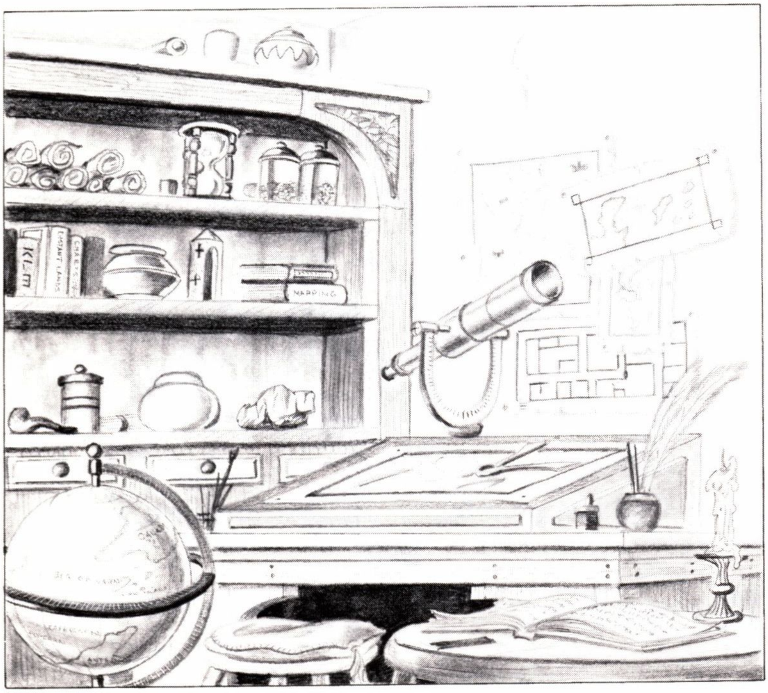
Maps of Cron

In the world of Cron there are 60 maps to travel through. Incredibly difficult and time-consuming to map while adventuring, they are all provided on the successive pages.

While adventuring, it is highly recommended that someone in the party have the secondary skill of Cartographer. This skill creates and remembers maps for every step the party takes in any maze. To view the maps you have drawn, simply press "M".

There is some slight disadvantage in this style of mapping in that it does not reveal secret doors and the party may not make notes signifying what exactly happened in each maze.

So, in the effort to further ease the mapping process, the following maps contain the locations of secret doors and passageways and includes a brief description of the region being explored, as well as some tips and rumors.



Legend

Indoor Tiles

▧ Town door

▨ Wall

▨ Secret Passage

□ Barrier

Outdoor Tiles

▨ Town

▨ Mountains

▨ Cave

▨ Light Forest

▨ Grass

▨ Desert

▨ Swamp

■ Ocean

▨ Elemental Water

▨ Elemental Fire

▨ Castle

▨ Snowy Mountains

▨ Volcano

▨ Dense Forest

▨ Tundra

▨ Oasis

▨ Island

▨ Roads

▨ Elemental Air

▨ Elemental Earth

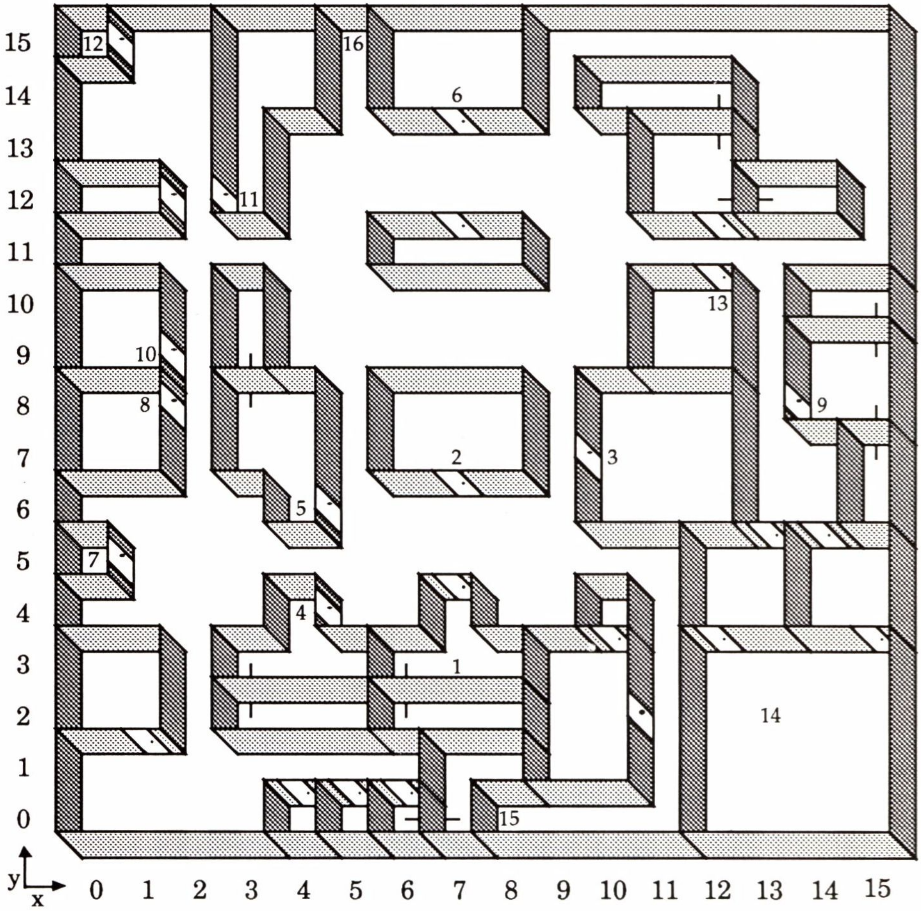
▨ Dead Zone

Towns

Towns are the cornerstone of life and society in Cron. Practically all transactions of every type and manner take place in the five proud towns.

Characters can purchase rations, hear the most thrilling rumors in Cron, and eat and drink exotic creations in the Taverns. At the Blacksmith's, characters can choose from a wide variety of weapons, armor, and useful items, some even are enchanted. The Mage Guilds teach many useful and powerful spells to the fledgling or the accomplished Sorcerer. Temples provide healing for a price and teach spells to aspiring Clerics. At an Inn, Hirelings can be added to the party. Training facilities offer different degrees of expertise to the advancing character. Finally, three towns provide entertainment through combat arenas.

Town of Middlegate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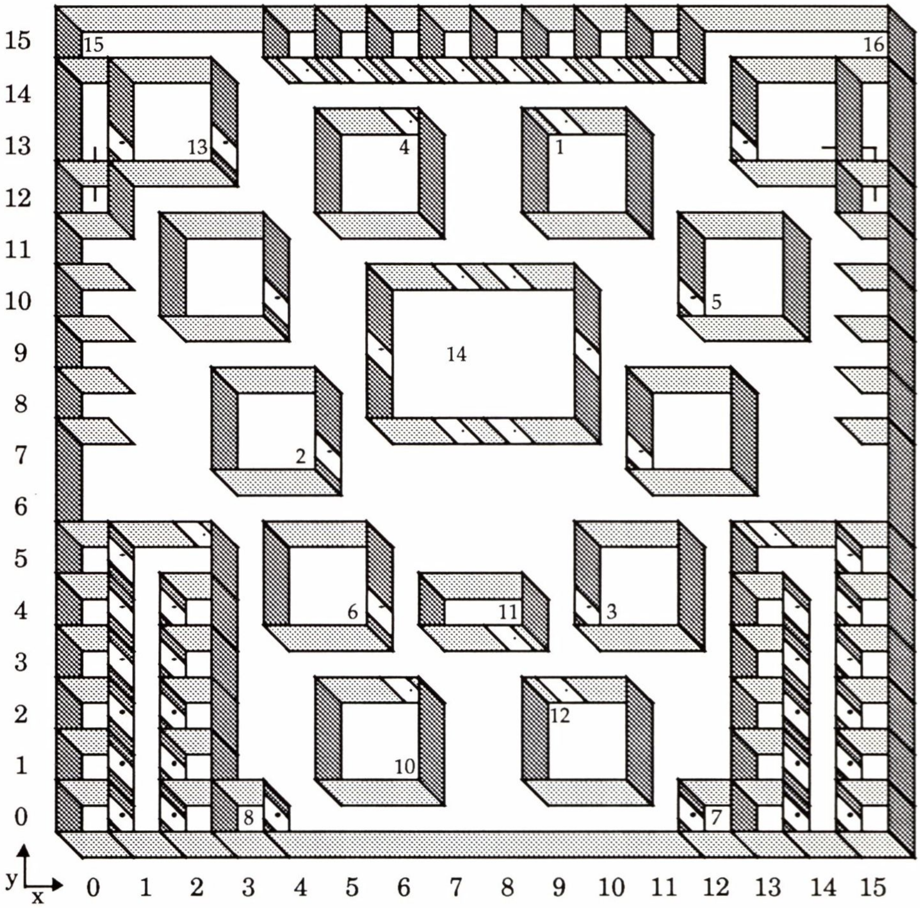
The most important town in all of Cron, Middlegate is the hub of commerce. A simple town, Middlegate's wide plazas and multitude of shops make it unlike any other town. Every building is occupied, some by residents who wish the trespasser ill. Some of the places that should be visited are The Arena, Travel Moore, Otto Mapper, Esq., and the kindly wizard Nordon.

Guide to Middlegate

1 - Middlegate Inn
2 - Gateway Temple
3 - Turkov's Training
4 - S.J. Blacksmith
5 - Slaughtered Lamb
6 - Sleepy's Mage Guild
7 - Poorman's Portal
8 - Lock and Key LTD
9 - Travelmoore
10 - Track and Trail
11 - Edmund's Expeditions
12 - Otto Mapper, Esquire
13 - Brain Detoxification
14 - Arena of Middlegate
15 - Passage to cavern below town
16 - Exit to outdoors

Town of Atlantium



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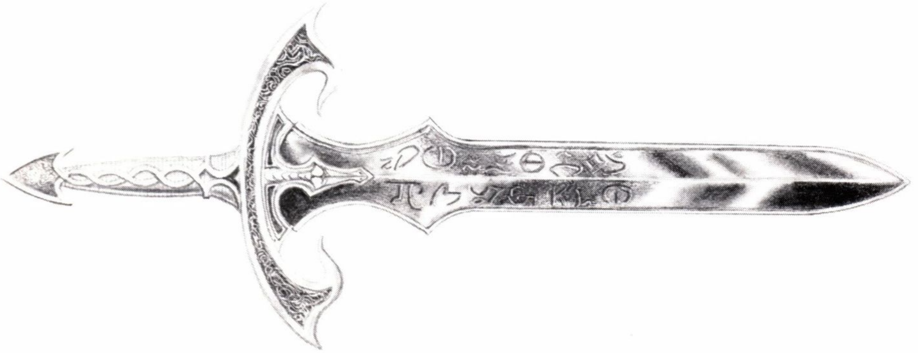
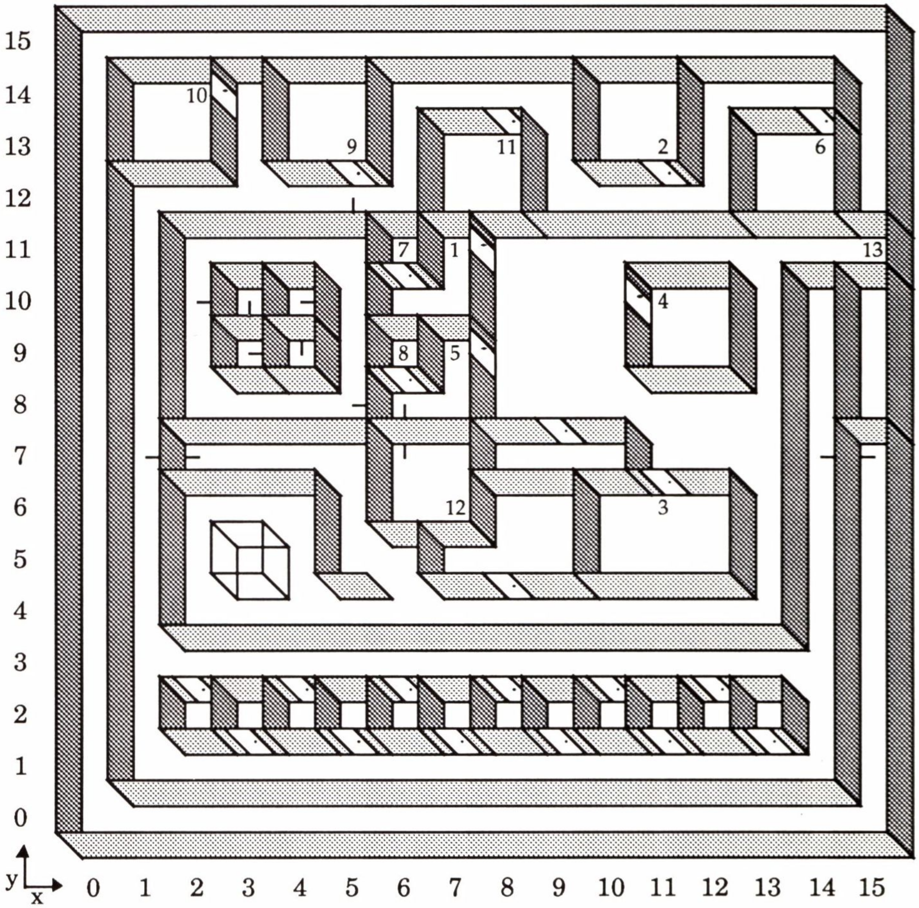
This is the noblest and most advanced town in Cron. Atlantium boasts an interesting statuary, the only City Jail in all Cron, and some of the finest Secondary Skills available. The Atlantians are also profit hungry, and their town is the most expensive. However, the quality of items and services are generally worth the exorbitant price. Do not miss The Colosseum, the most magnificent and challenging of the three combat arenas in Cron.

Guide to Atlantium

1 - Carriage Inn
2 - Eleusinian Temple
3 - Island Training
4 - Drewnhald Ironworks
5 - Boar's Tongue Tavern
6 - Cabalist Mage Guild
7 - The Mystic Portal
8 - Beautify Atlantium
9 - Classic Key Shoppe
10 - The Olympic Trial
11 - Odysseus' Tongue
12 - Hippomenes & Atlanta
13 - City Jail
14 - The Colosseum
15 - Passage to cavern below town
16 - Exit to outdoors



Town of Tundara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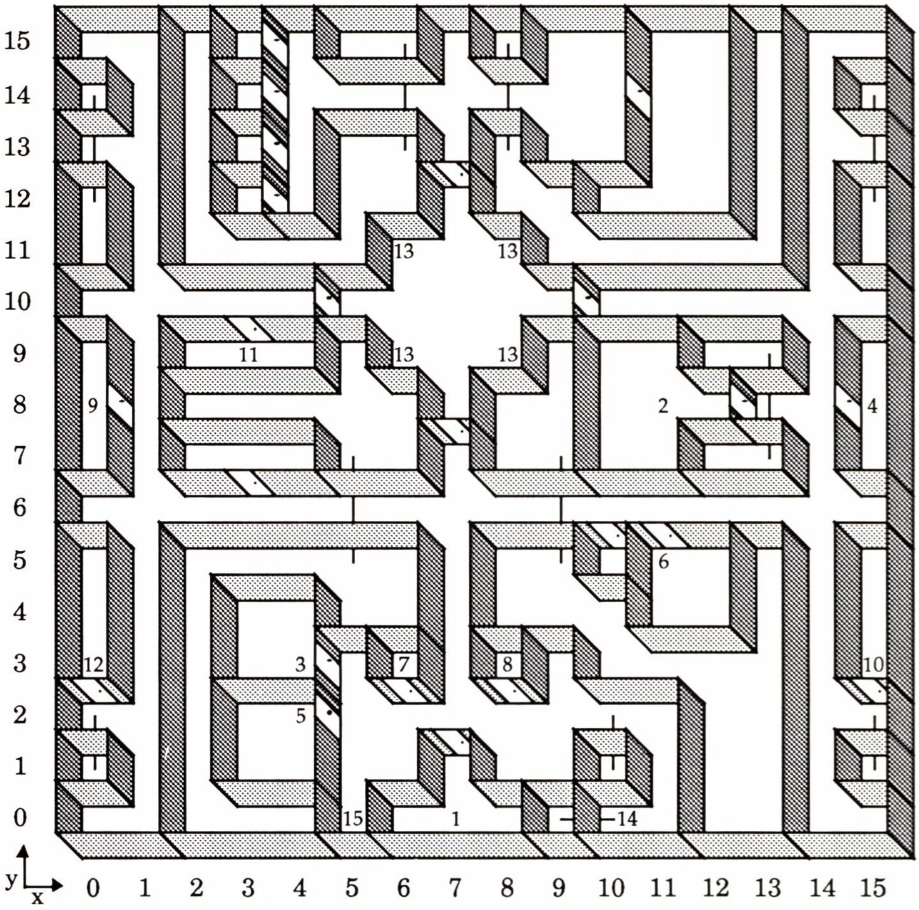
Located in the frigid Ice Tundra, Tundara is a lonely and secretive town. Terrorized by various snowbeasts, Tundara has a wild outer wall and town separated from the safer, conservative inner town. Rumors of dangerous experiments taking place in the outer wall abound. This deadly town has a justifiably bad reputation which should be heeded.

Guide to Tundara

1 - Tundaran Arms Inn
2 - White Dove Temple
3 - Enhancement Center
4 - Thundrax Weaponry
5 - Lucky Dog Saloon
6 - Mystical Mage Guild
7 - La Porte
8 - Polar Passage Portal
9 - International Market
10 - Saracen's Denial
11 - Columbus' Sextant
12 - Passage to cavern below town
13 - Exit to outdoors

Town of Vulcania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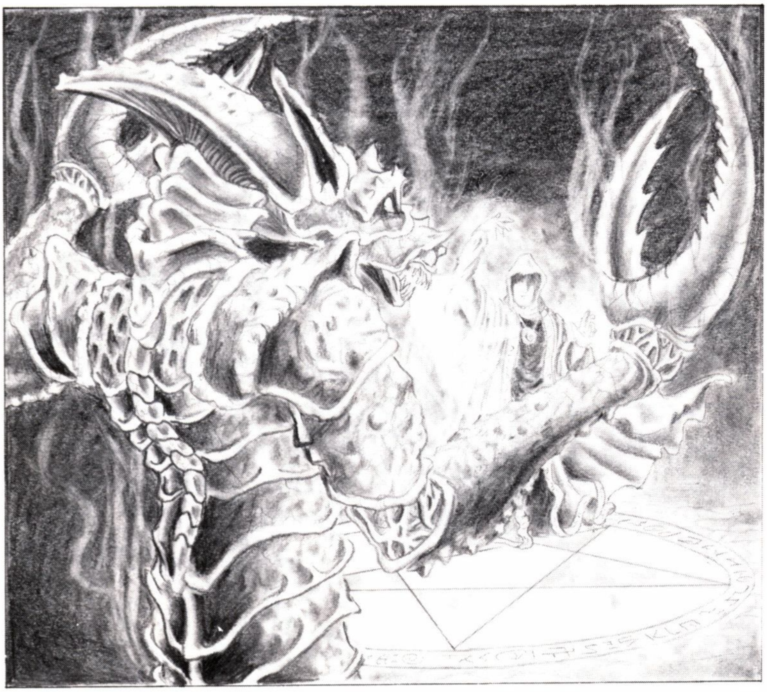
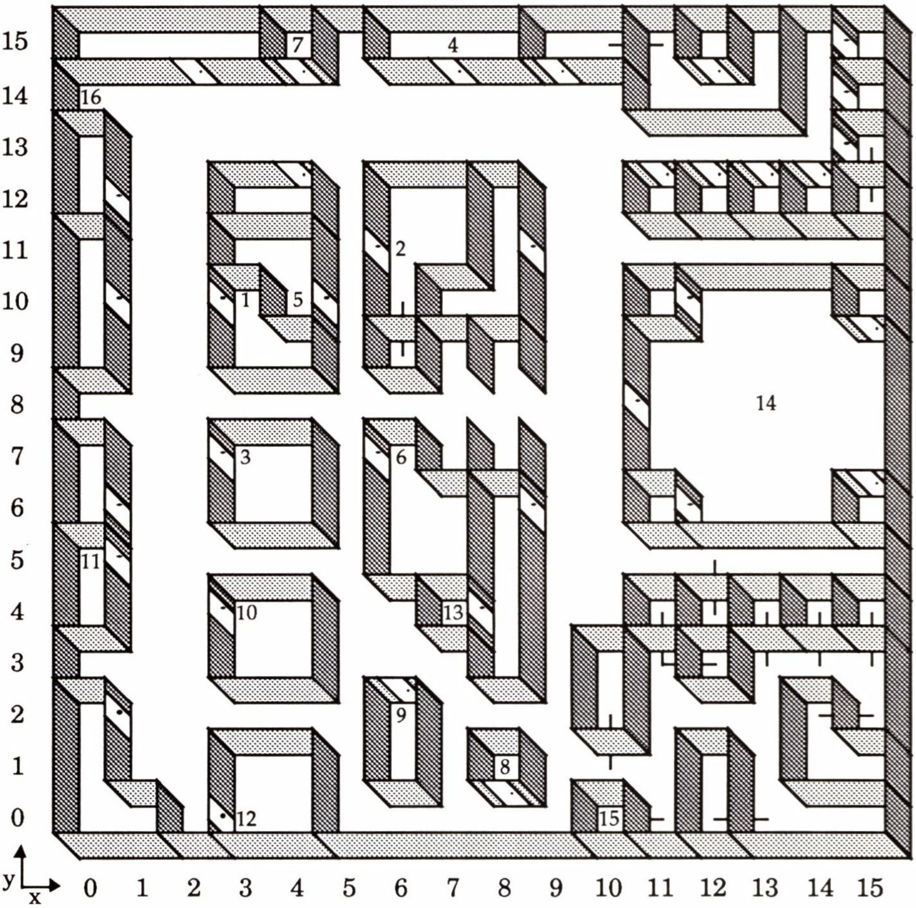
In this extremely hot town, only the most rugged survive. Frequented by many warriors, this mercenary town is actually built upon an active volcano. Adventurers are thus advised to watch what doors they open, as lava may flow upon the unwary. The central statuary should be seen, as should the Wild Section. For military skills, this town offers unparalleled opportunity.

Guide to Vulcania

1 - Hotel Four
2 - Vulcan Temple
3 - Training Academy
4 - Bestway Blacksmith
5 - Belinthra's Bar
6 - Blackrock Mage Guild
7 - Vulcanian Transport
8 - Vulcanian Export Co.
9 - Lava Locksmith
10 - Proficiency Expert
11 - Disembowlments R Us
12 - Sergeant Pain School
13 - Element Statues
14 - Passage to cavern below town
15 - Exit to outdoors



Town of Sandsobar



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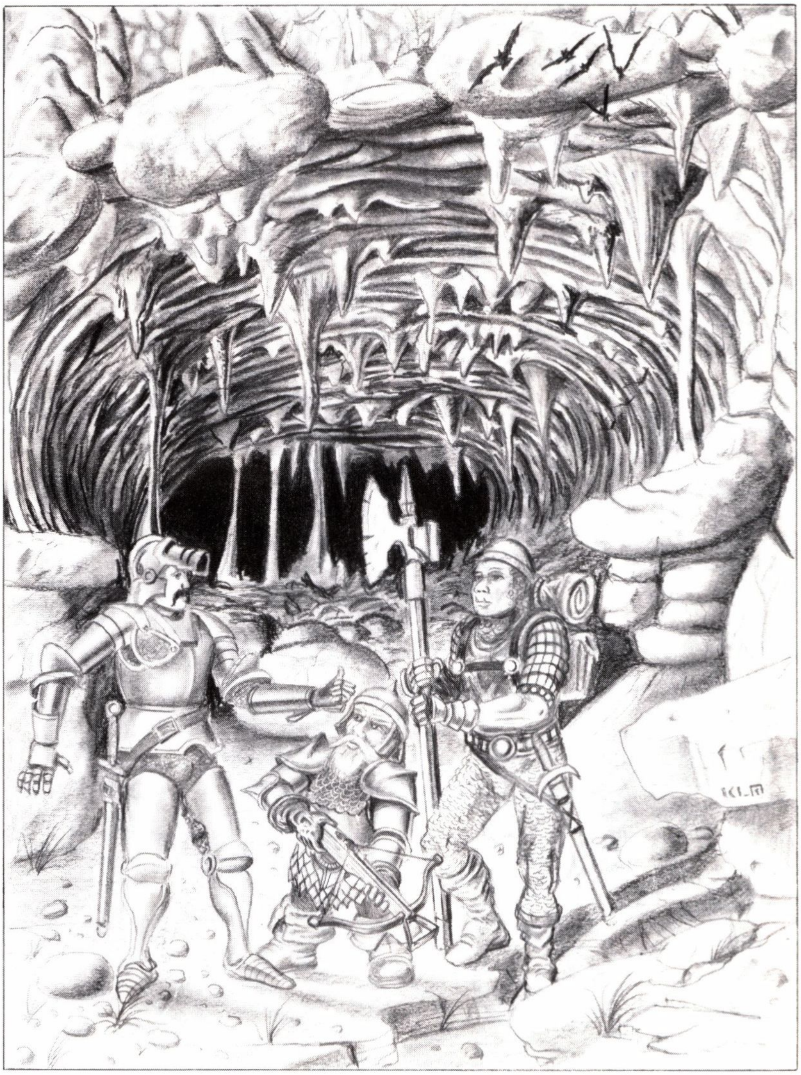
This barren town is run by thrifty desert traders. Gambling is popular as is crime. The Slums are a hotbed of violence and deceit, and the shops are too expensive for what they offer. The narrow alleyways harbor seedy criminals, and the shops themselves dishonest proprietors. Monster Bowl, the combat arena, is perhaps the only plus in this ramshackled town. Caution and distrust are the way of life here, so adapt.

Guide to Sandsobar

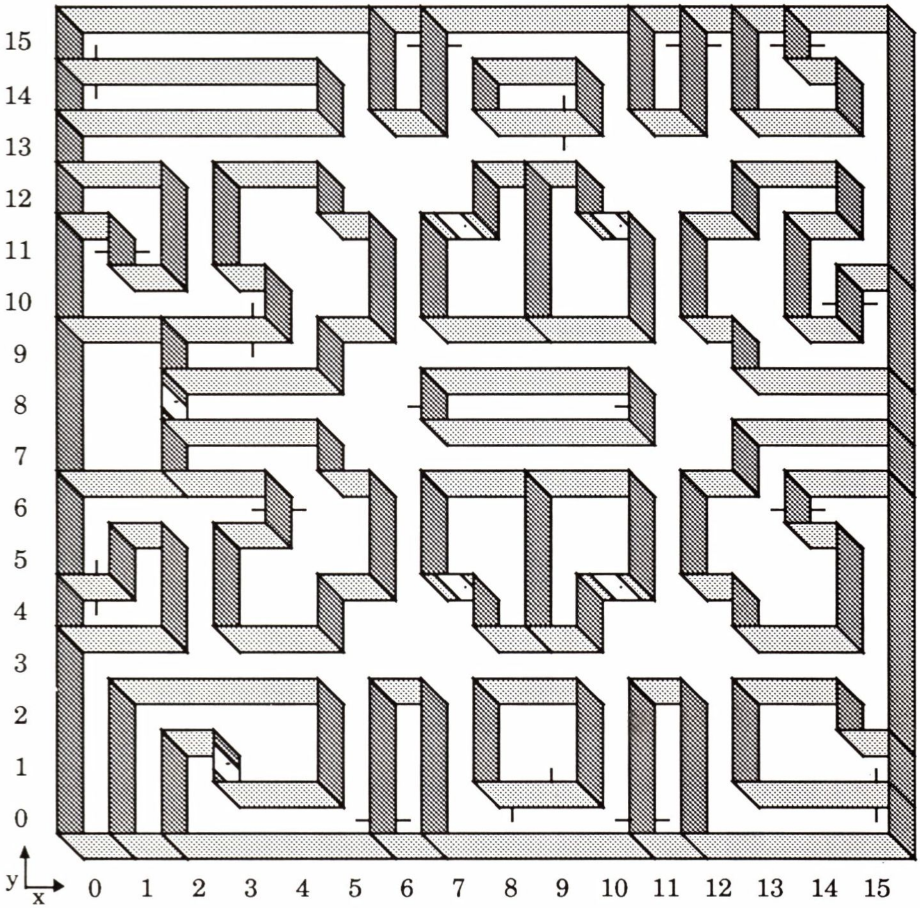
1 - Hourglass Inn
2 - Temple Benedictus
3 - Sheik Training Arena
4 - Big Al's Accessories
5 - Red Lantern Tavern
6 - Whirlwind Mage Guild
7 - Sirocco Portal
8 - Portal Dune
9 - Fitpro Locksmith
10 - The Embassy
11 - Sly's Opportunities
12 - The Sandy Dunes
13 - The Wizard's Eye
14 - Monster Bowl
15 - Passage to cavern below town
16 - Exit to outdoors

Caverns

These 16 natural formations occur throughout Cron. Every town has a subterranean level, and many others are scattered across the world, serving as homes, hideouts, or haunts. They are generally unsafe, but can be tamed. If a cavern appears too hard to adventure in, come back to it later when you have a larger arsenal at your disposal.



Cavern below Middlegate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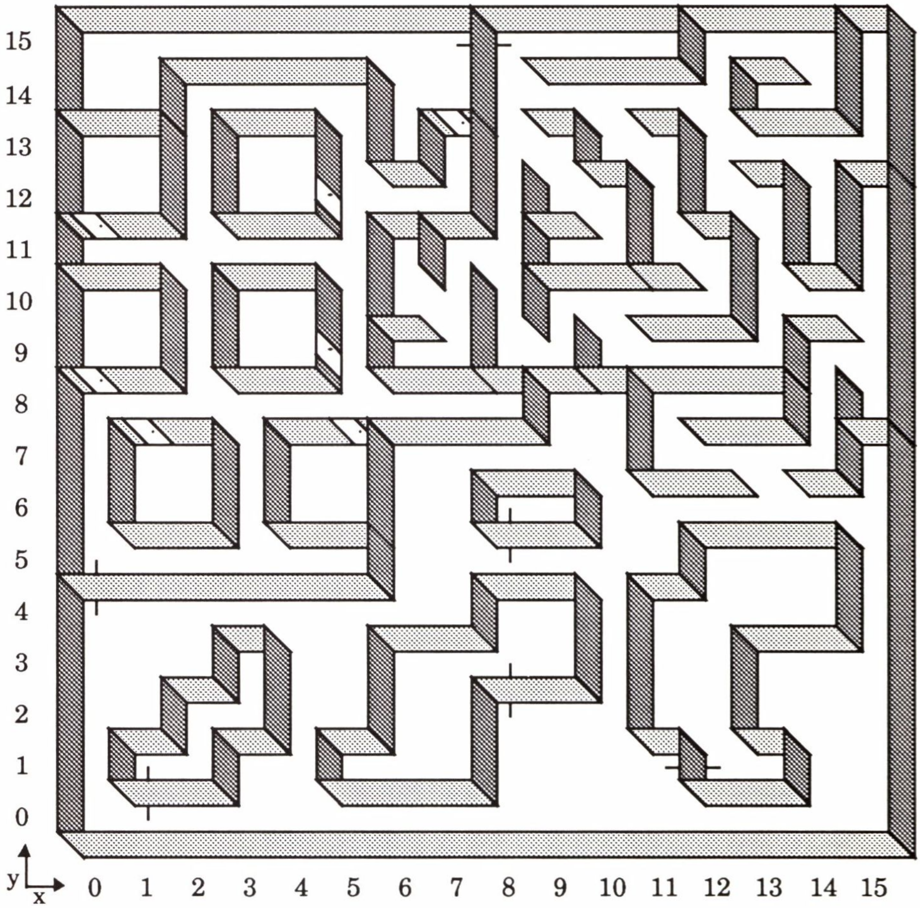
This cavern is a hideout for some ruthless and daring criminals. Two rival gangs war for subterranean authority, each having stolen something valuable from the town above. Their hideouts are well guarded, but a successful recovery of the items can lead to great reward in the town above. Examine closely the walls here, for much useful information can be found by the observant.

Cavern below Atlantium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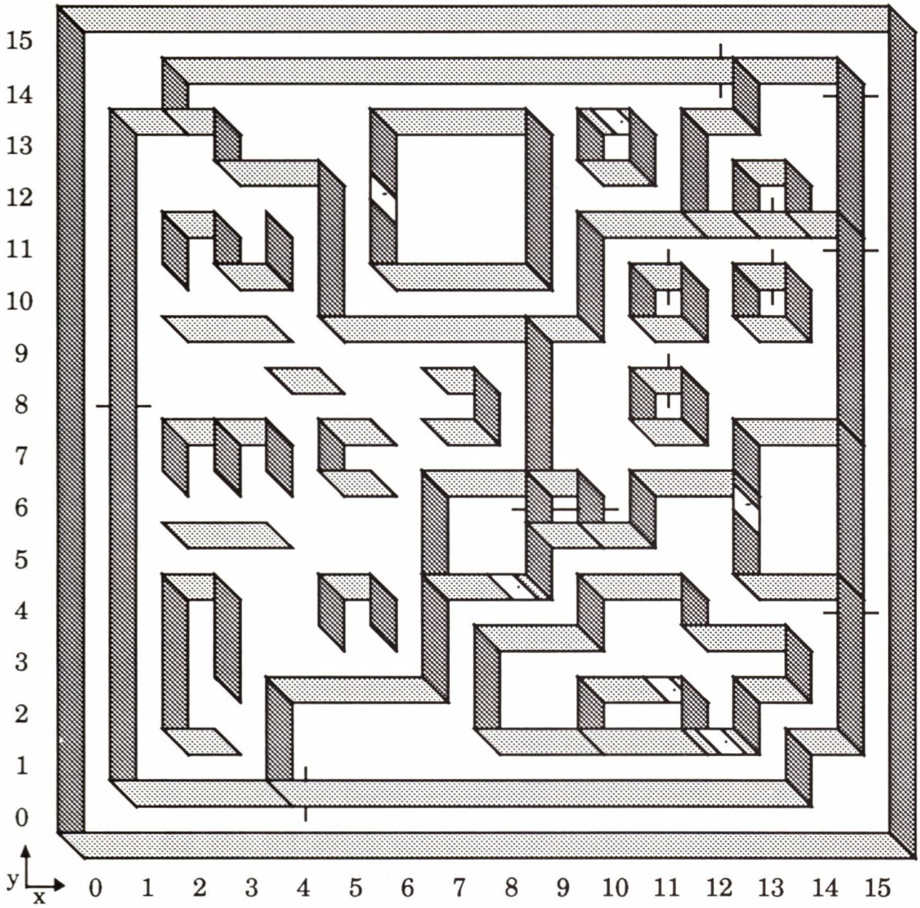
The Atlantians are busily revamping this cavern, hoping to make it civilized. Many statues decorate the area, each offering its own reward. Only the foolhardy enter the maze area, though those that survive often leave more intelligent than when they entered. Information here can lead to companions and great success in tournaments.

Cavern below Tundara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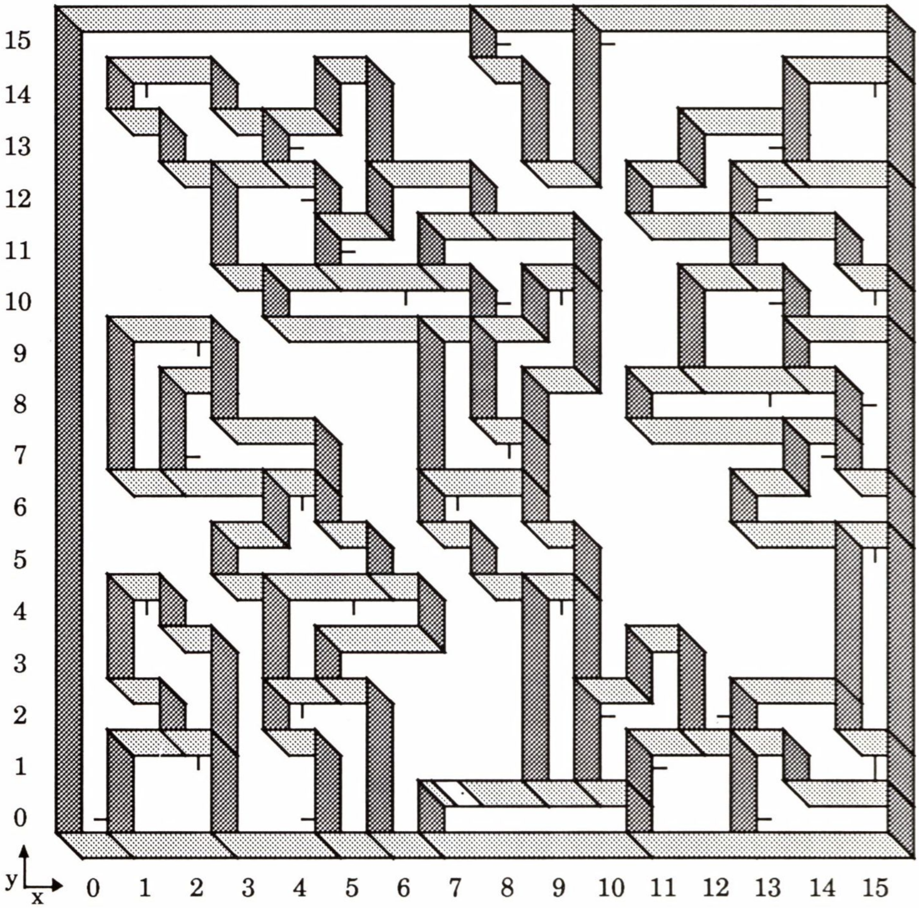
This cavern serves as a warm place to stay for the townspeople above when Tundara freezes over. Divided into four parts, a mystic machine allows instant access to anywhere in the cavern. Many unique and curious things are stored here, some useful, some deadly. Much information as to the location of powerful items and spells can be found here.

Cavern below Vulcania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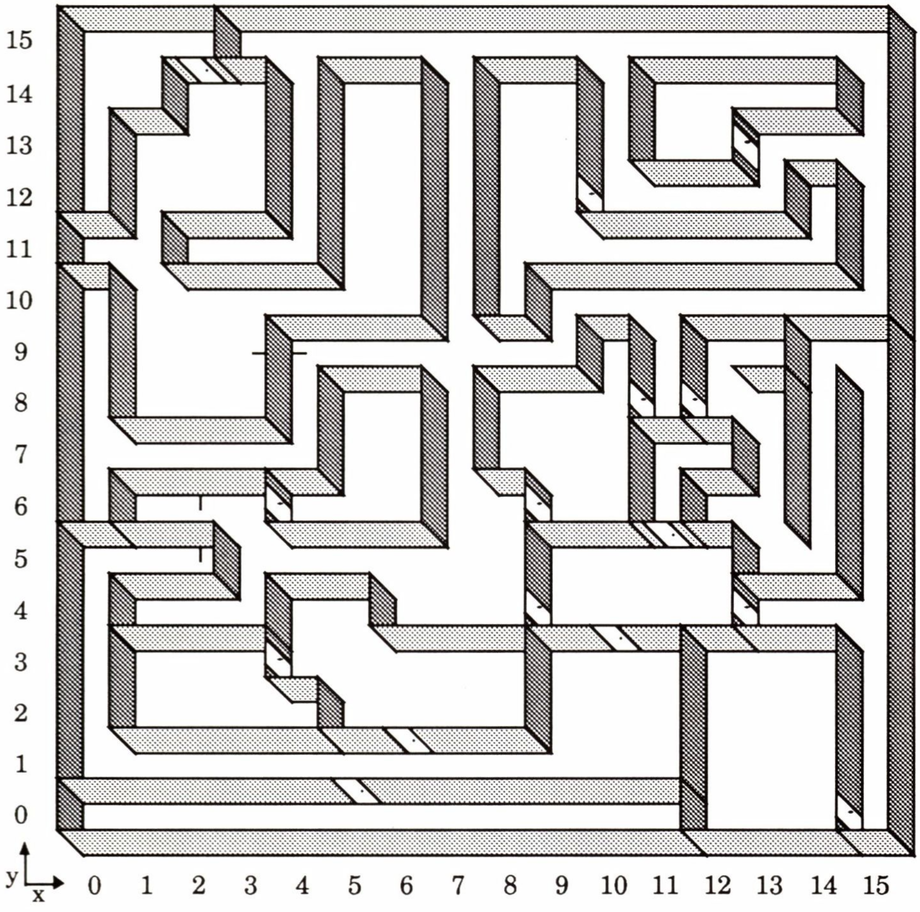
This cavern is a test in endurance and skill. At the end of every path here, a reward is to be found. However, many deterrents add danger to the paths. Levitation proves its usefulness when spelunking about. People in need of help should be attended to and information should be recorded. A warning, only the truly hardy should visit here.

Cavern below Sandsobar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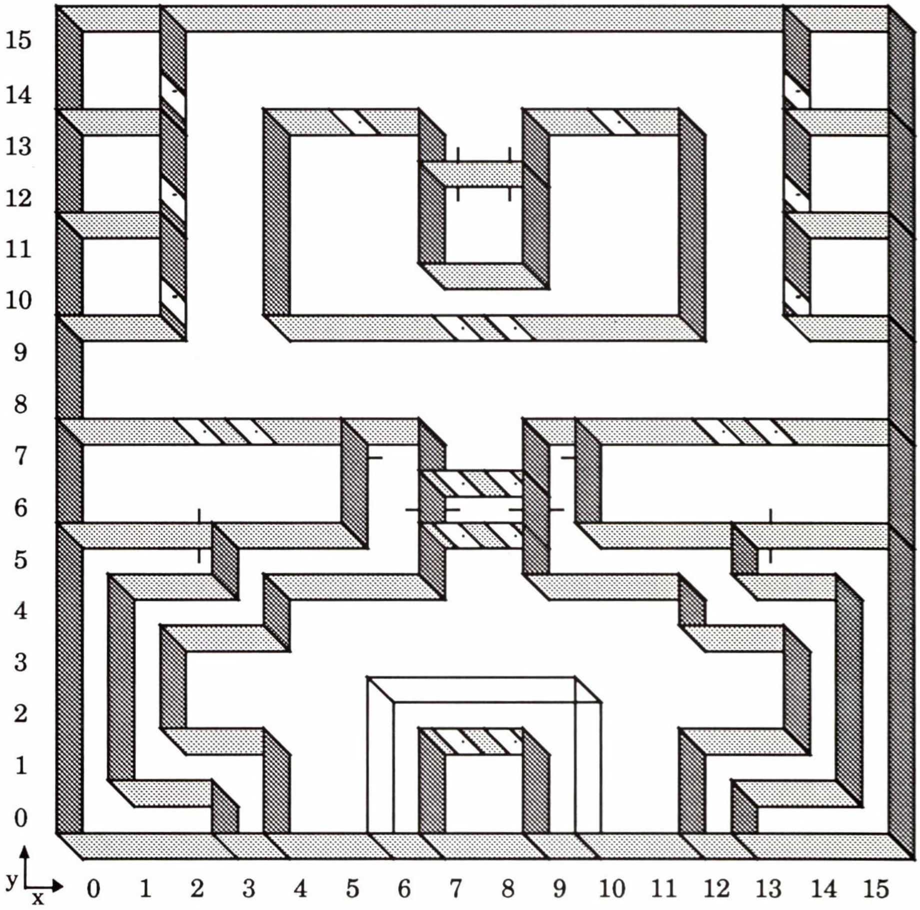
This vermin-infested cavern is home to two nefarious master thieves. One will help the untrained while the other plays sly tricks. Beware ankle traps and obvious choices. Here also are passes of eight. Information learned here can help with later adventures and combination locks.

Corak's Cavern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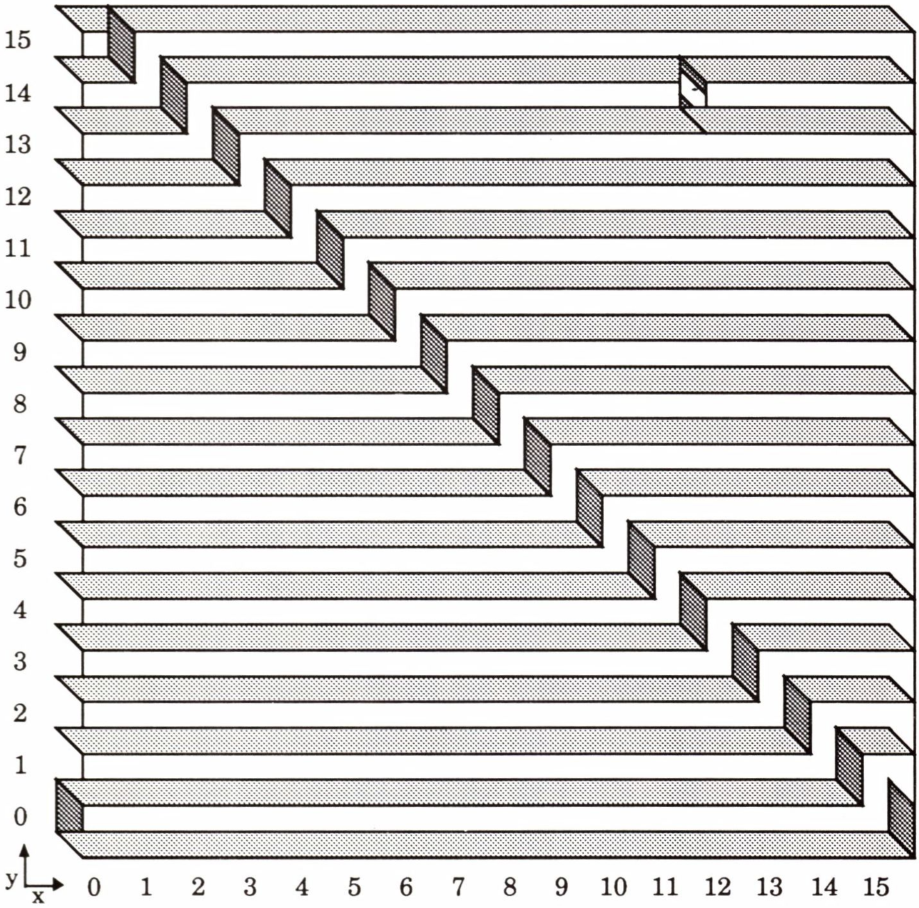
This cavern was once the private home and workshop of mighty Corak, now it is his tomb. The cavern is overrun by the most foul of the Undead, who have turned this once prodigious laboratory into a sideshow and a hostel for restless spirits. Adventurers need a pass to view Corak's Crypt, and can only be Clerics if they wish to actually view Corak's Body. Only valiant Lloyd, one of Corak's assistants, remains hidden in the cave, offering information for those willing to learn.

Square Lake Cavern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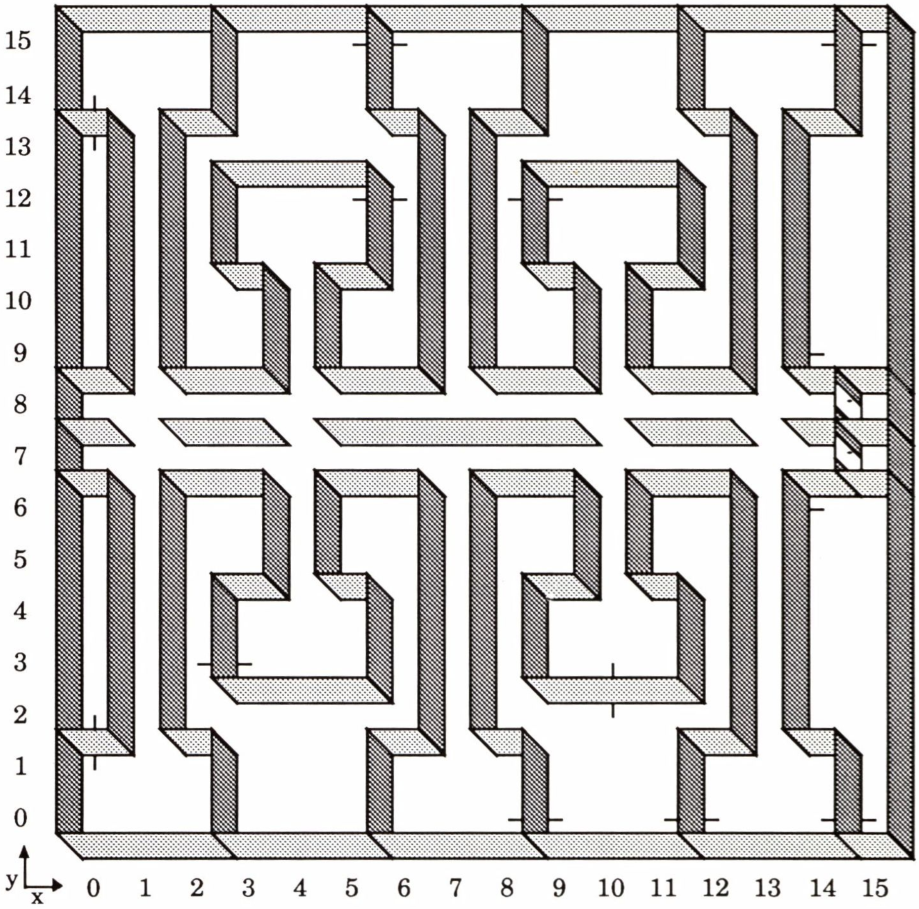
Little is known about this region. Rumors abound of endless corridors and Demon King guardians. It is a place of great evil and should be avoided by all but the most qualified and mighty.

Ice Cavern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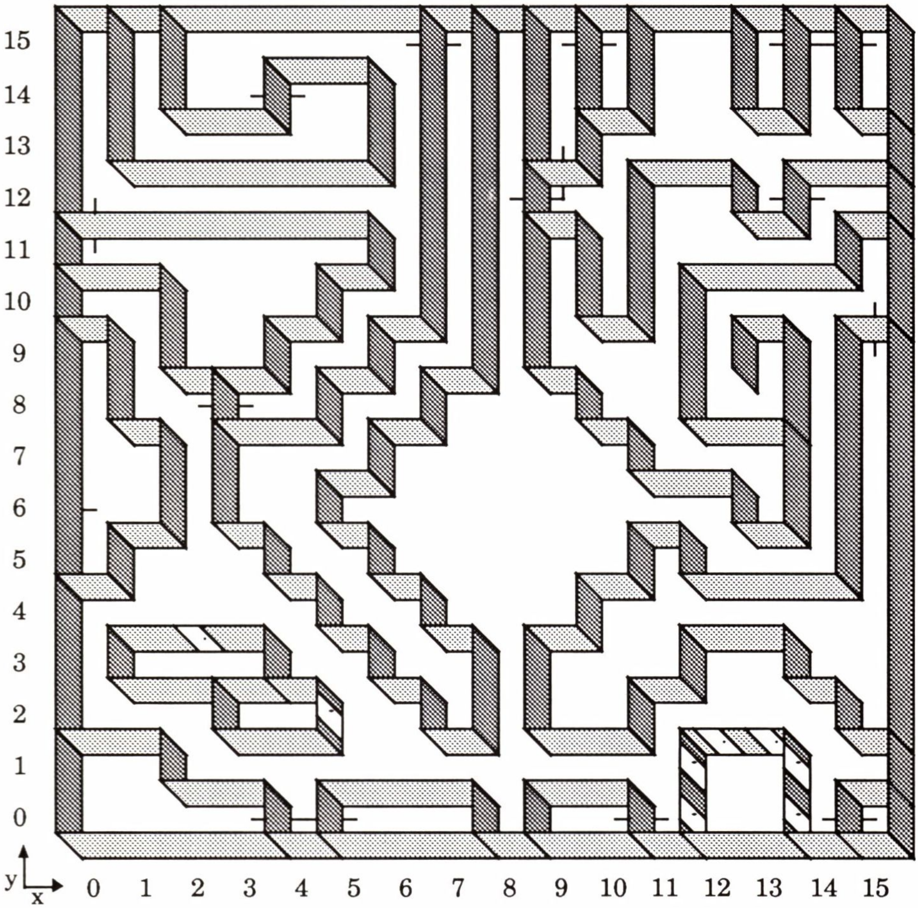
This desolate cavern is home to desperate, renegade monsters fleeing the piercing cold of the Ice Tundra and the stiff arm of justice. They use the cave as a center from which to organize raiding parties of adjacent environs. As a result of their raids, there is a large stockpile of fiercely guarded treasure in the cavern. It is rumored that a visit to the Ice Cavern can serve as an enhancement to Personality.

Sarakin's Mine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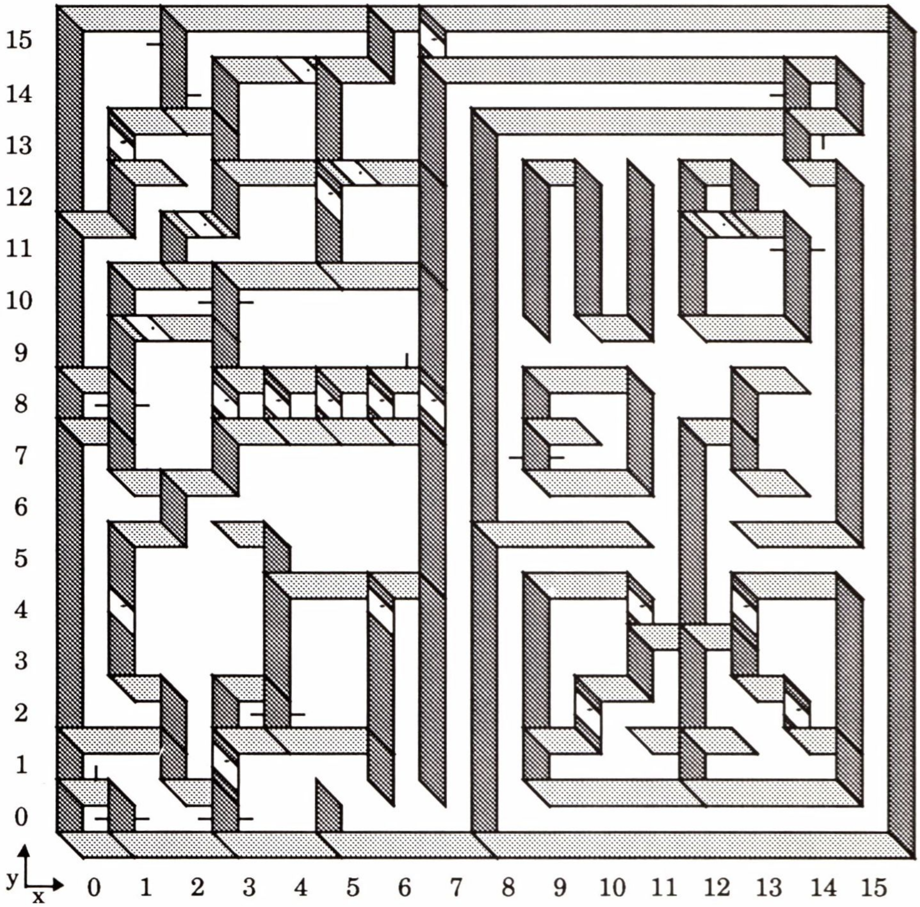
This deserted mine was once an incredibly rich source of gold in times long past. However, as the years progressed, its proprietor, Sarakin, grew more and more concerned with his rapidly advancing age. As he searched fanatically for a cure to aging, he became quite mad and eventually died. His malignant spirit is said to terrorize the crumbling mineshafts.

Murray's Cavern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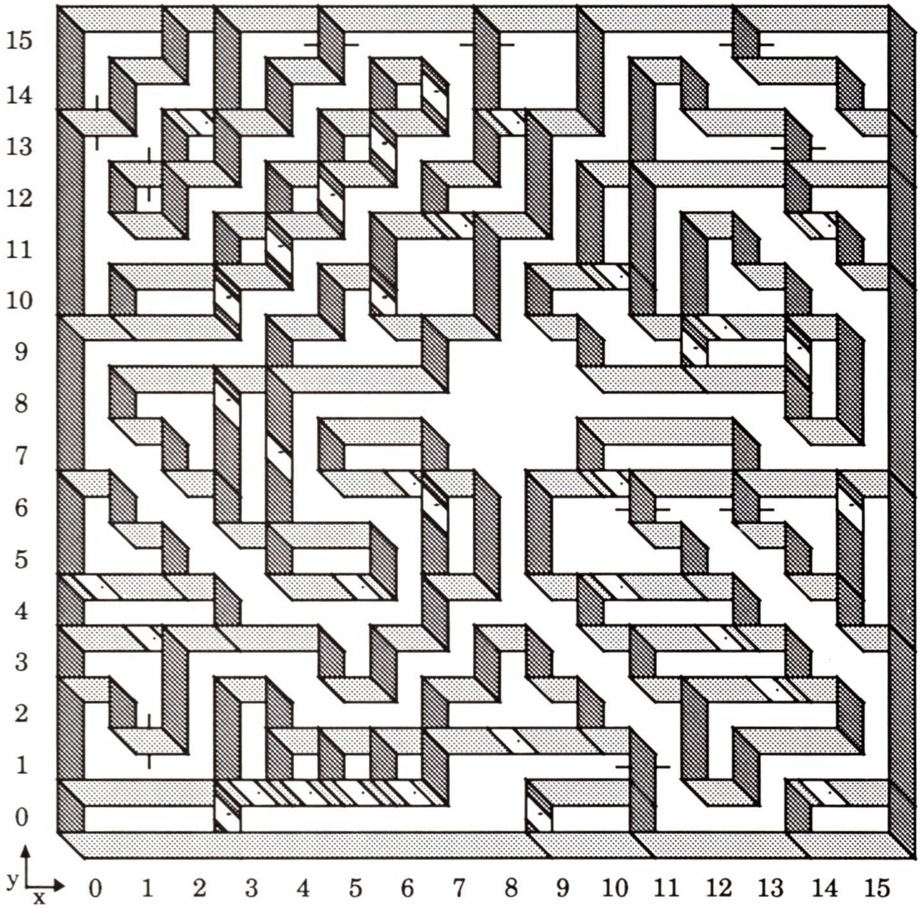
This is where Murray, retired adventurer extraordinaire, runs his vacation empire. Murray has very good information lines and has many useful facts for the party shrewd enough to discover it all. Murray himself has much to offer friendly adventurers. His Power Oil and Goofy Juice are perhaps two of the most powerful potions developed in modern Cron. Be warned, do not steal from Murray, he is ruthless!

Druid's Point Cavern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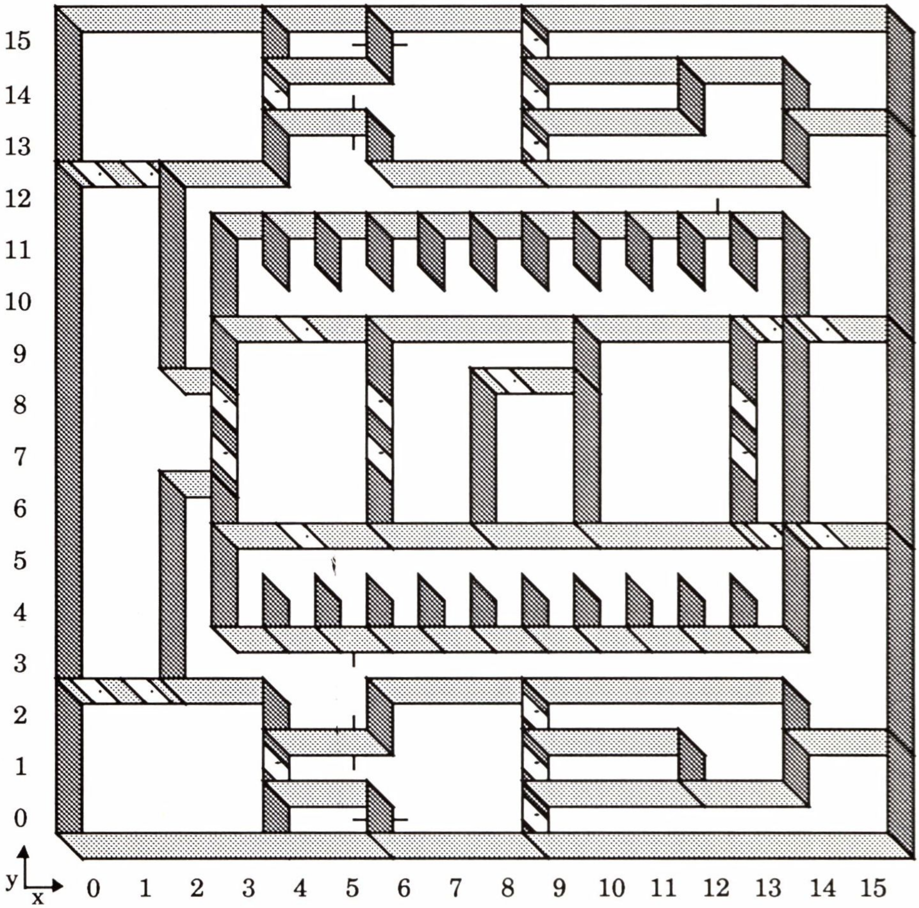
Originally established as a center to study the forces of nature, this once proud facility is now divided by warring factions. Disciples of Water, Air, Fire, and Earth have been subverted from their original course of study to a new route of fighting by the Elemental Lords. Chief among the new order is The Horvath, a deadly, mutated human. A venerable druid master, the last hope of the old genre, will greatly reward anyone who will help him restore order in his domain.

Forbidden Forest Cavern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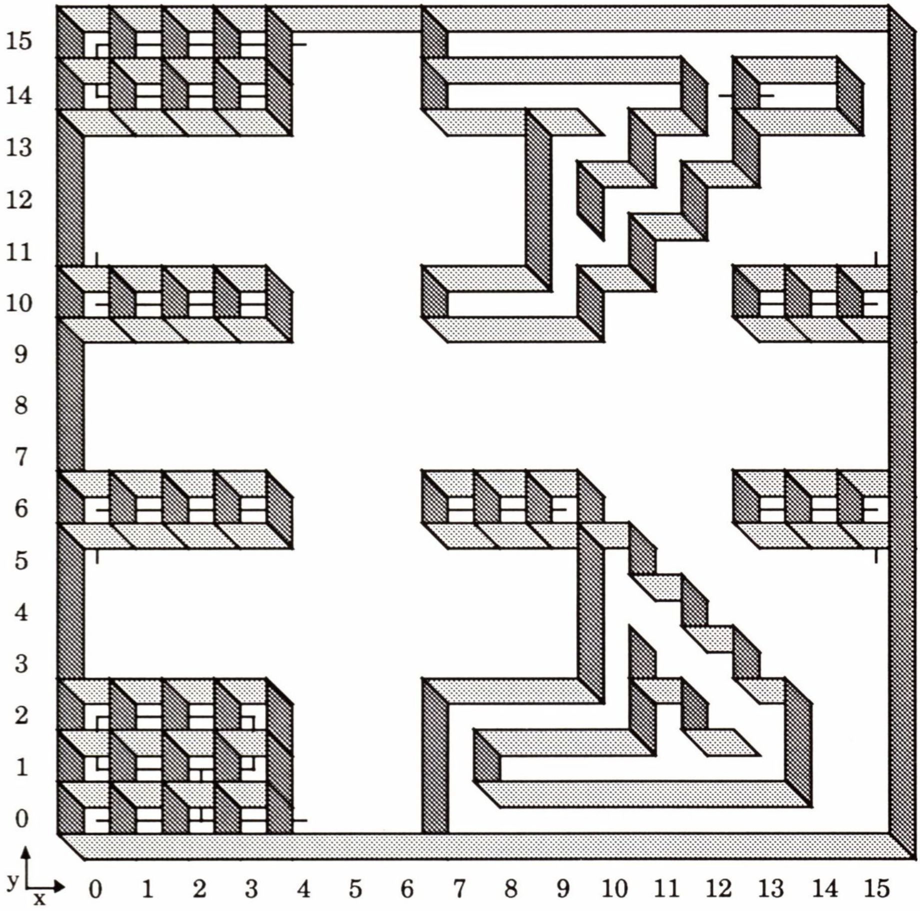
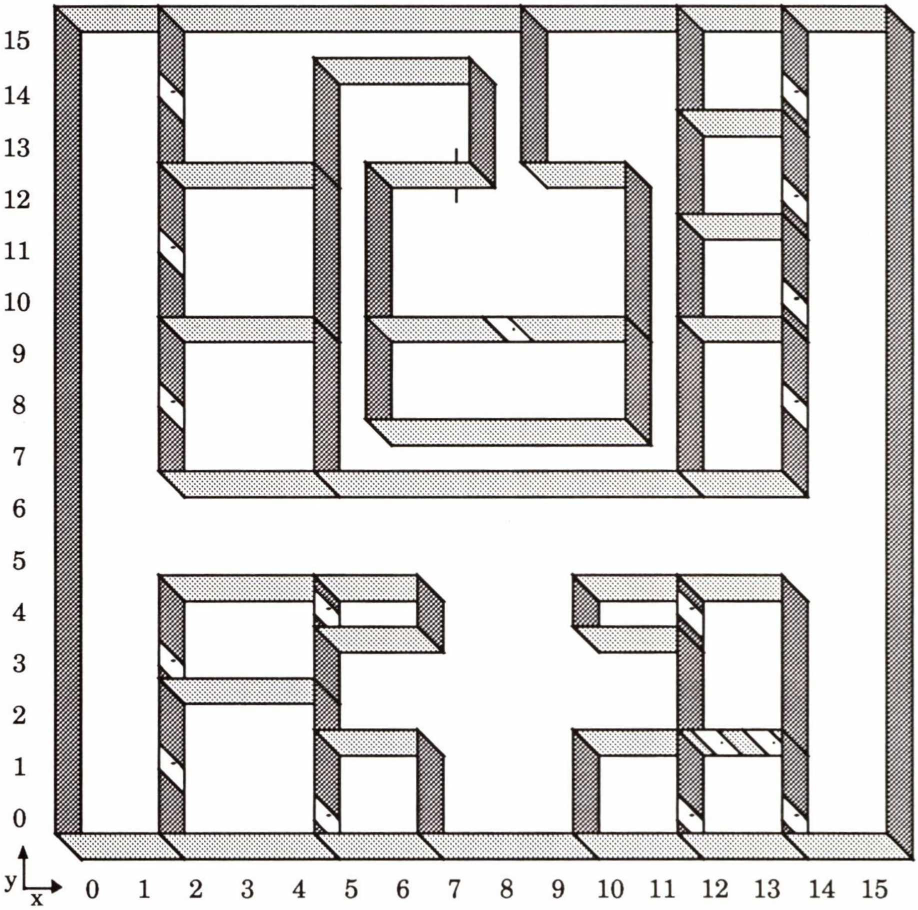
This once pristine forest is now a bastion of evil might. A gruesome army run by a pair of clever dragons operates from this cavern. The dragon leader, believed to be a Frost Dragon, is rumored to be wanted killed by the Jurors of Mount Farview. Paladins should especially be interested in this. A word to the wise, stay away from here unless you are suicidal. The army is very large and very strong.

Dragon's Dominion



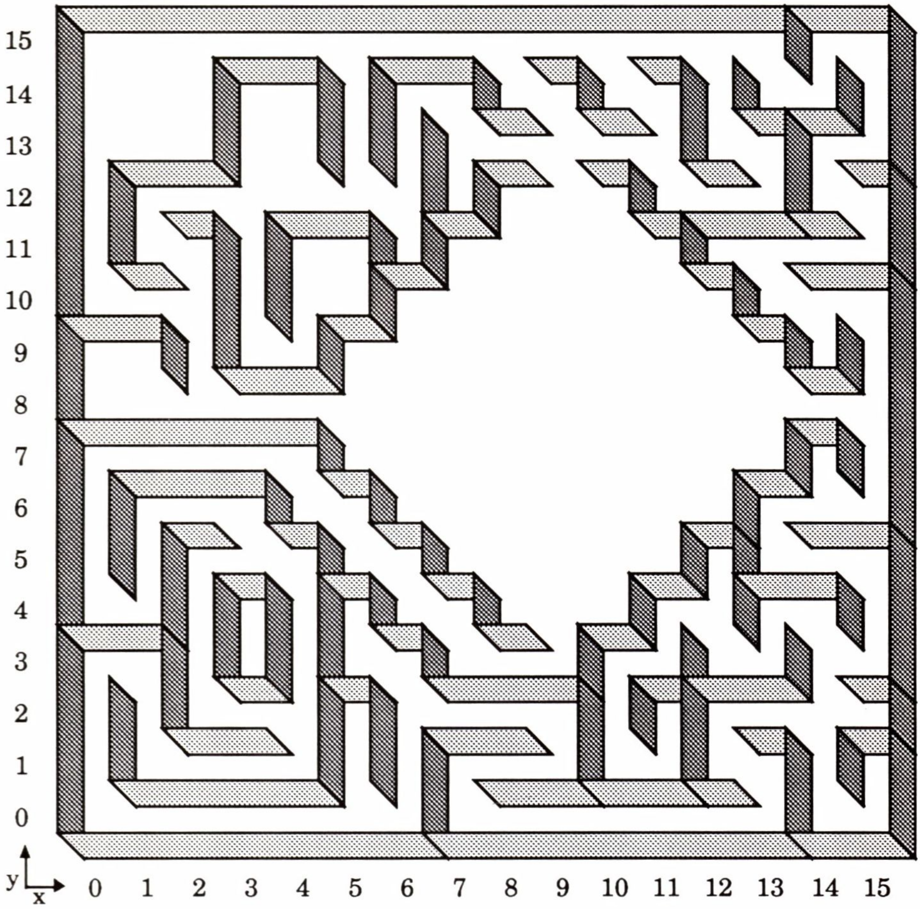
Ever wonder what would happen if over one hundred dragons decided to form an organized community? Well, trespass in this their home and learn the hard way! This messy kingdom holds the best treasure in all of Cron. The dragons are not particularly worried about theft, as they have many powerful guards throughout their home. The Ancient Dragon who rules has also been entrusted with the guardianship of valuable secrets dealing with Hit Points. A lesson; many of the ambitious have come here seeking wealth and adventure, only the fleet of foot have survived.

Dawn's Mist Cavern



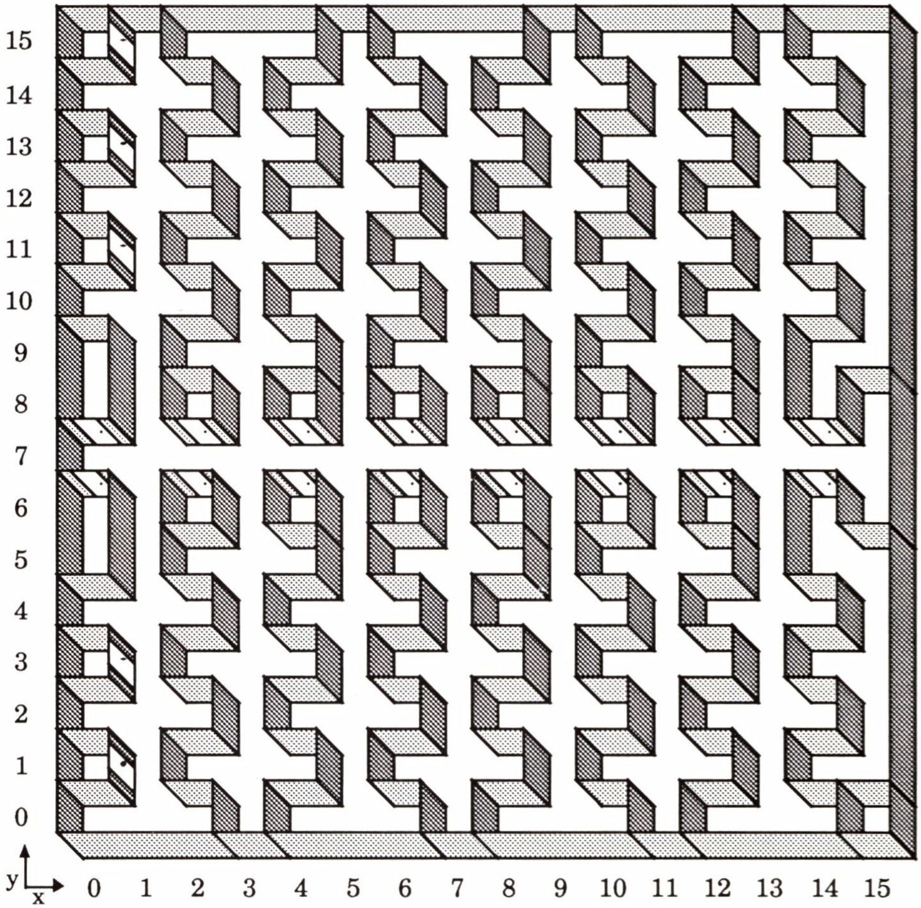
Upset that only humanoids could rest at Murray's Resort Isle, Dawn, once his protege, built Dawn's Mist Cavern. In here, monsters can rest easy and enjoy themselves from the rigors of harassing humanity. Different theme rooms provide a variety of entertainment suit to fit the most discriminating of violent tastes. Dawn also has some precious artifacts stored here. Be sure not to disrupt the monsters at play. They do not appreciate interruptions while they are on vacation.

Gemmaker Volcano



This cavern is the richest depository of gems in all of Cron. It will probably remain so for many years to come, as no one has found a safe way to travel through the molten core of an active volcano. The timeworn Gemmaker makes his home in these fiery depths where he cuts precious gems, makes powerful weapons with fire built into them, and studies the finer aspects of enchanting weapons. A recluse, he will teach only the persistent in his arts, and often extracts a hard price from them.

Nomadic Rift Cavern

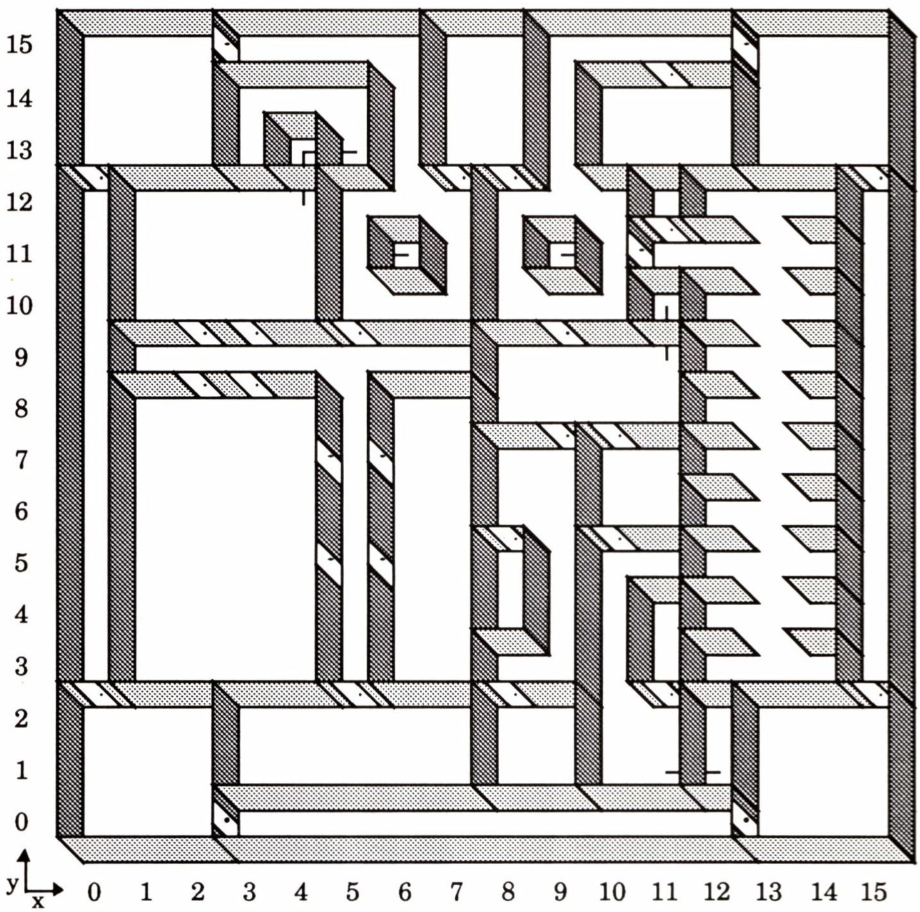


This simple cavern houses those who flee the restraints of city life. They have bonded together in order to survive the harshness of the area about them. They share everything and have caches of treasure and weapons throughout their domicile. The nomads also collect information in order to keep in touch with the world around them, and have an exclusive library of fact and rumor scattered amidst their long halls. It is also rumored that they can train the ability Speed to those who are willing.

Castles

In the modern world of Cron, there are four castles spread across the land. The lord of each castle dispenses justice in his or her region. They also aid Crusaders by giving them quests to complete. Most castles are heavily guarded against casual visitors, so do not wander around much. In times past, there was a fifth castle that was destroyed. Its floorplans are printed for posterity's sake.

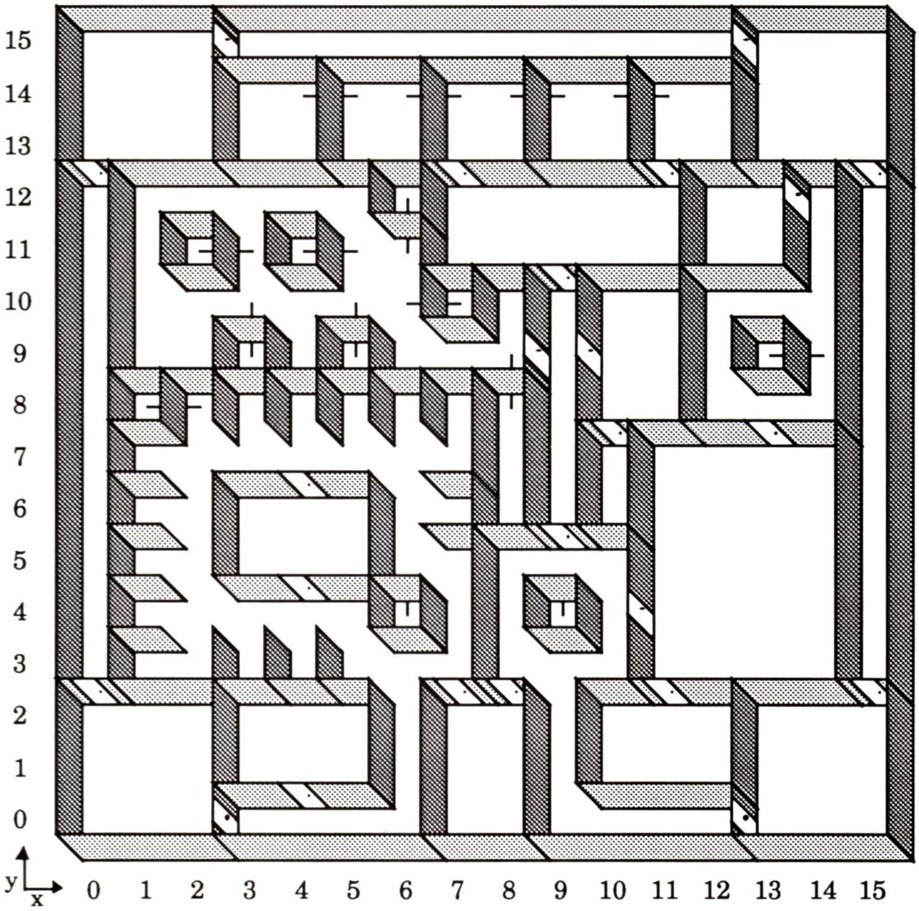
Castle Hillstone



Scenic Castle Hillstone, nestled between the Quaqmire of Doom, the Plains of Peril, and the Lithospheric Barrier, is nearly as deadly as its surrounding lands. Lord Slayer, a sadistic yet just man, keeps a bevy of some of his favorite monsters in his infamous Zoo. However, he is constantly seeking more trophies and will not hesitate to ask the more adventurous party to bring him them. Slayer is not without a lighter side and his Court Jester, Foof, does his best to entertain Slayer's guests.

Points of interest: The Bishop of Red Battle takes forced residence within these halls. If you require help in your adventures, visit Prison.

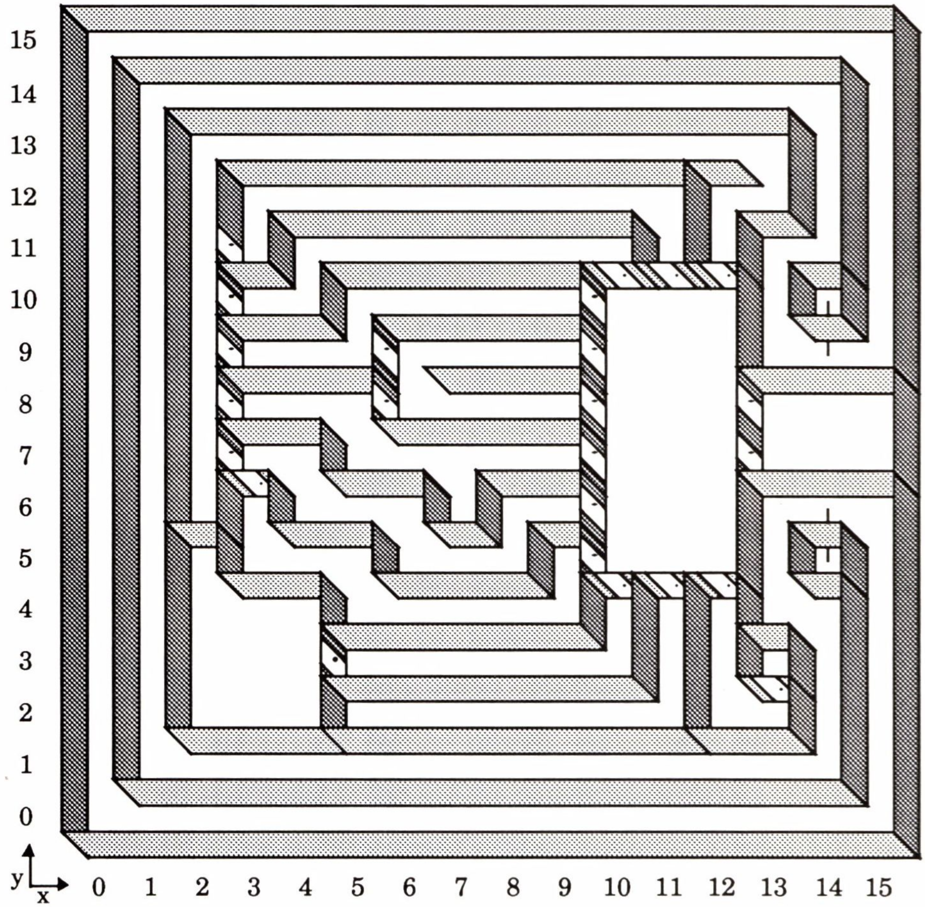
Castle Woodhaven



Castle Woodhaven, encircled by Timberlands, Lost Soul's Woods, and Corpse Creek, is perhaps the most elegant castle in all of Cron. Avaricious Lord Hoardall constantly seeks new items to add to his renown collection of baubles. A man of great trust, much of Hoardall's cache lays strewn about the castle halls. Do not think to enrich yourself at his expense. He has a mind like an elephant and his servants will cause a thief much grief.

Assorted tidbits: Hoardall has recently added the Bishop of Green Battle to his collection.

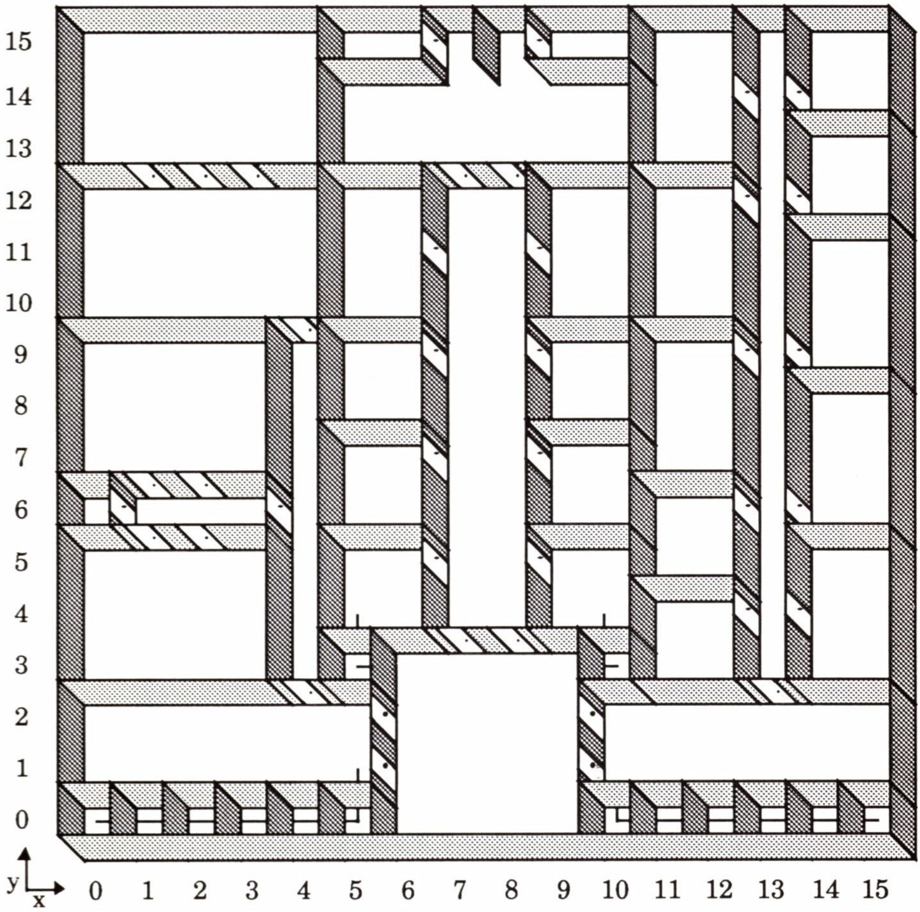
Castle Pinehurst



Surrounded by Ice Tundra, sparse forests, and Cronian Waters, Castle Pinehurst has possibly the strangest combination of local environs. Lord Peabody Von Pinehurst is also quite probably the most singular noble on Cron. He dabbles in sciences and wizardries even the most foolhardy would shy away from. Lord Peabody respects loyalty above all else and often asks friends to help out other friends.

Things to remember: The Bishop of Yellow Battle is not a loyal friend of Lord Peabody. Also, beware time when you walk through this castle's halls.

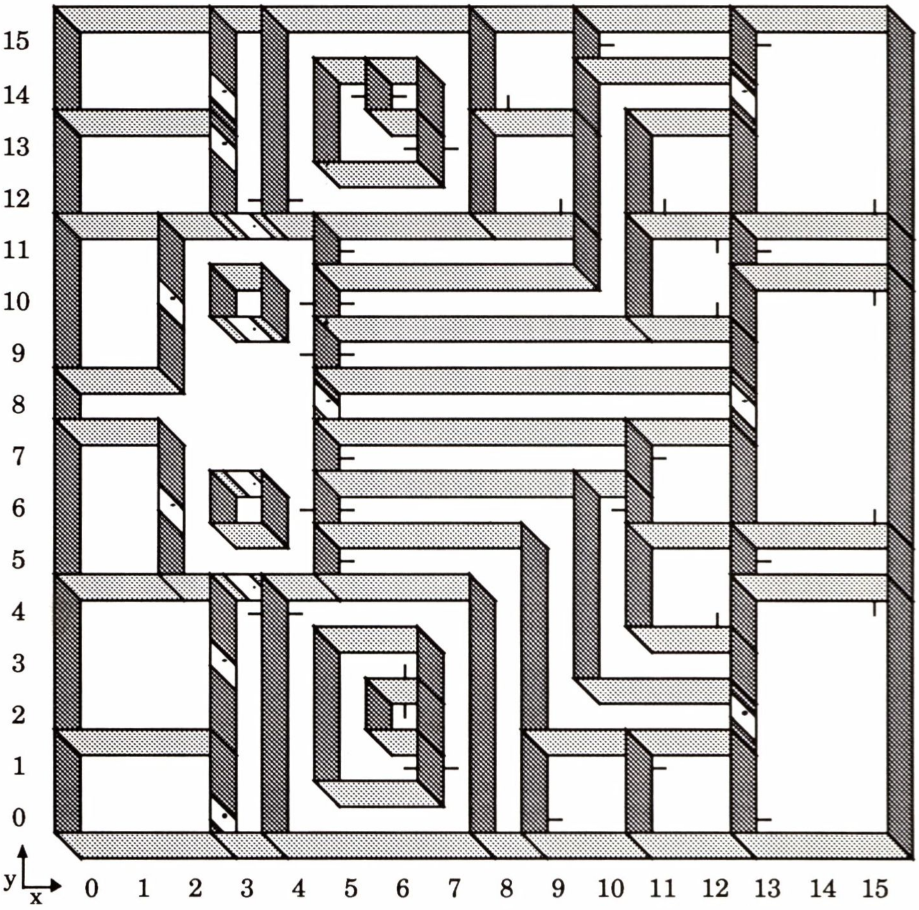
Luxus Palace Royale



This elegant capitol of Cron is rather inaccessible except to the adventurous. Nervous Queen Lamanda, ever-aware of her father's greatness, holds a feeble hand over the reins of government. Since Corak abandoned his study and disappeared, Luxus Palace has been a dangerous place to stay. To have audience with the Queen you must satisfy her exacting conditions, winning both the Black Ticket Triple Crown and successfully completing the tasks laid forth by the Jurors of Mount Farview.

Royal gossip: The Bishop of Black Battle has had a fight with Queen Lamanda and is locked up. However, he too particularly enjoys Black Ticket Triple Crown winners.

Castle Xabran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This castle of the past rested central in Cron before it was destroyed by the Elemental Lords at the end of the Ninth Century. Castle Xabran was a hub of learning and information. Keys to powerful artifacts and answers to puzzles and messages were kept here. Studies of time were begun here and locations of mighty adventurers and powerful spells were discovered and recorded through arcane devices. Seek this castle for help in adventuring.

Dungeons

Each modern castle has its own pair of dungeons beneath it. The dungeons serve many purposes, most of them disagreeable. They also hide many items of value and clues of extreme interest. They should be avoided until characters have achieved a high level of potency. Each lord's dungeon has some unmistakable, personal touch to it. There are 10 dungeons, 8 of the various lords, and 1 each to the good and evil wizards of the Isle of the Ancients.

NO ENTRY NO BULL
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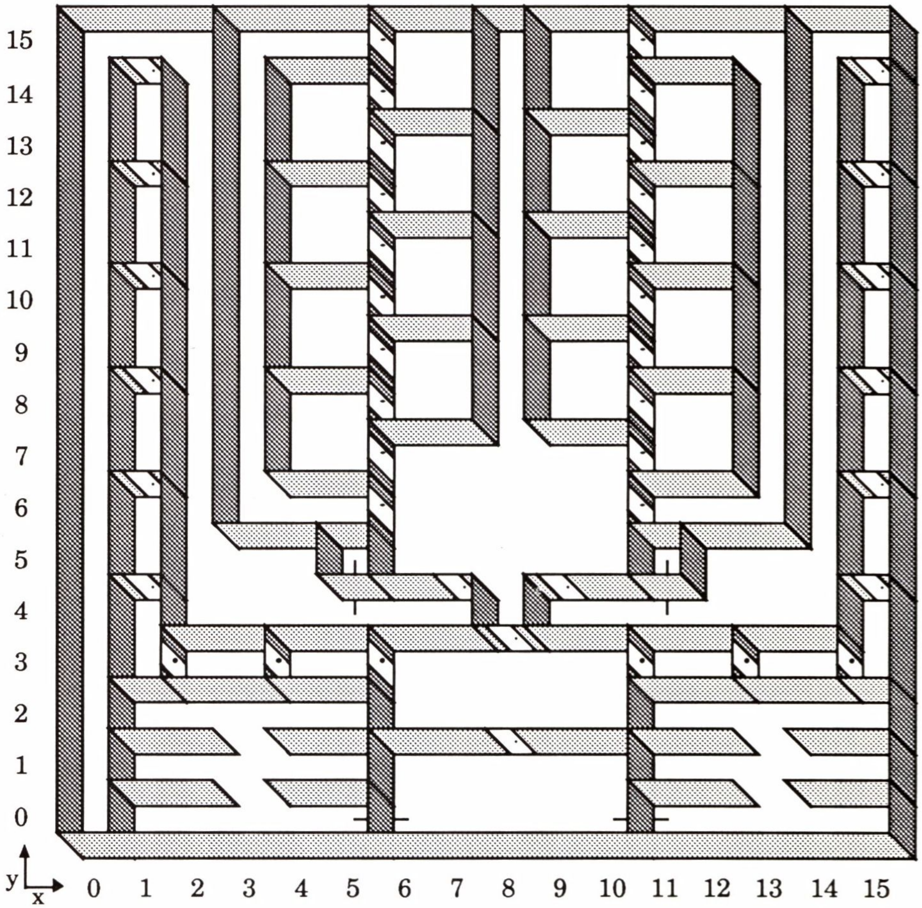
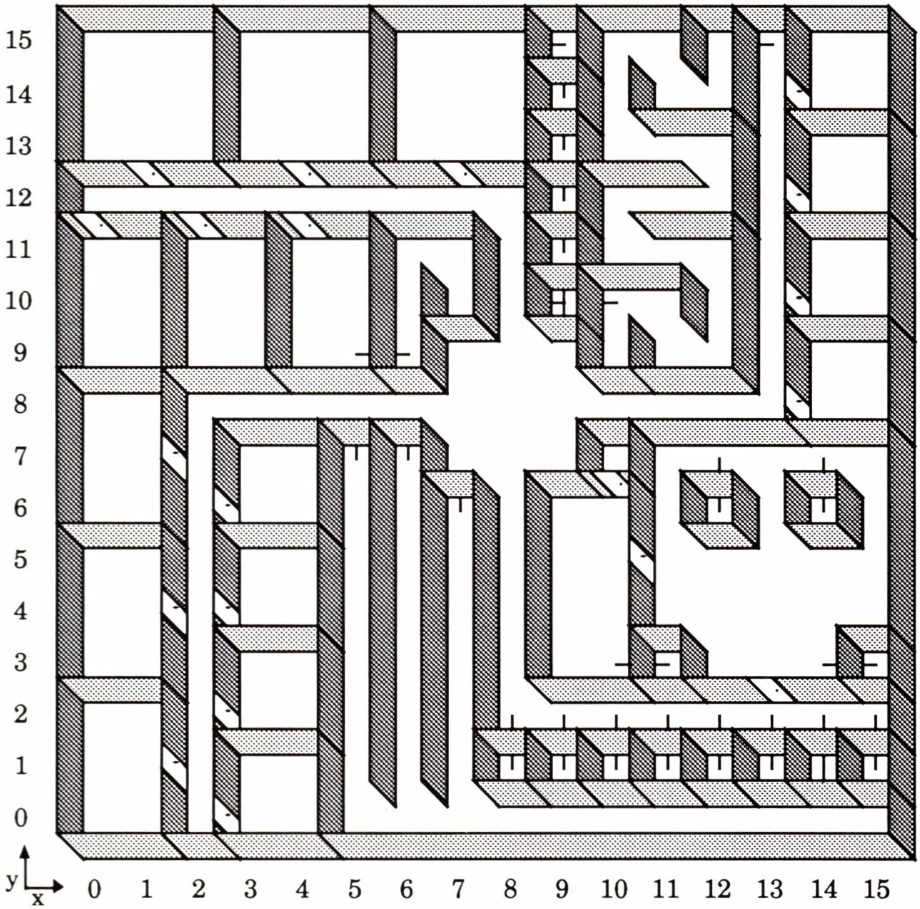
Slayer's Dungeon, Level 1



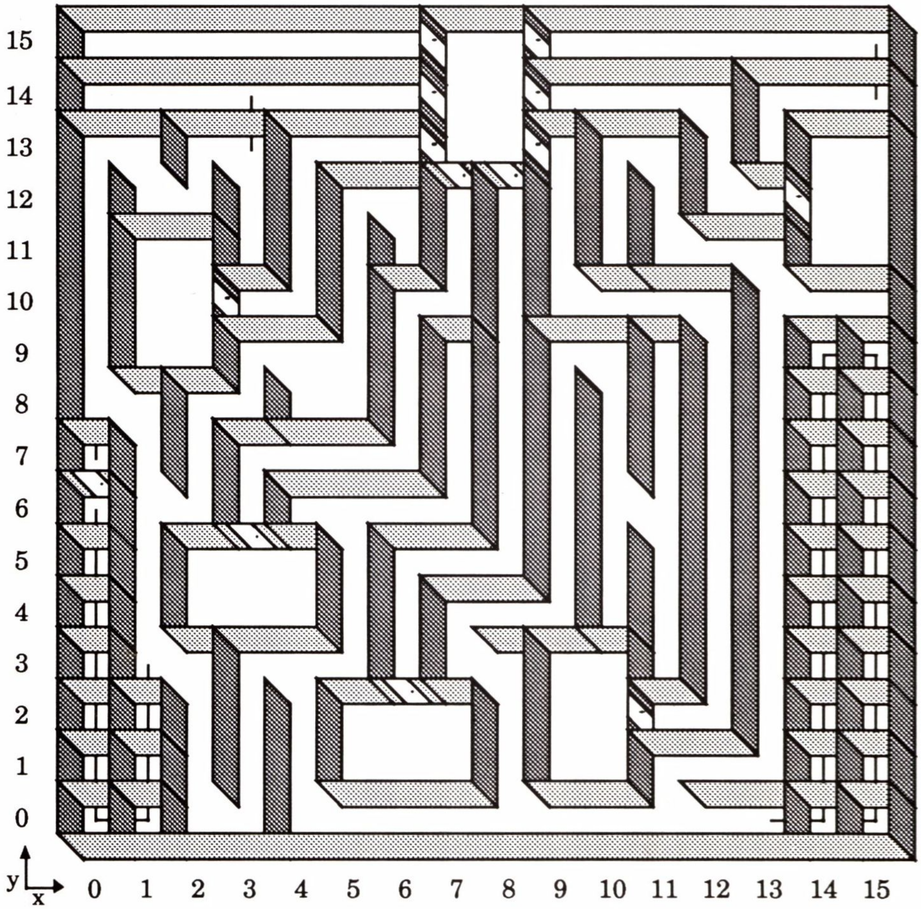
Lord Slayer's rather straightforward dungeon holds some items of interest for Ninjas and Barbarians. Unfortunately, they cannot be present to receive these items. Lord Slayer is quite generous to parties with no Half-Orcs. It is also rumored that Might can be exchanged for Intelligence here, that a teleporter to Lord Hoardall's Dungeon offers express travel, and that a mystical fountain converts treasure into experience, though rumor as to the fountain's exact dungeon level contradicts itself. Finally, a note from the wise, avoid spikes.

Slayer's Dungeon, Level 2



This deadly dungeon of Lord Slayer is much like his first level, only more difficult. Again, Ninjas and Barbarians desire items hidden here, but cannot be present in the dungeon. Half-Orcs have no reason to be kept in the party while in this dungeon. The mystical fountain of experience might be located on this level, though rumor sometimes mentions that Lord Slayer actually has two fountains. Also of interest in this dungeon, many who come adventuring here with a party of mixed sex leave all male after extended stays. Beware poison!

Hoardall's Dungeon, Level 1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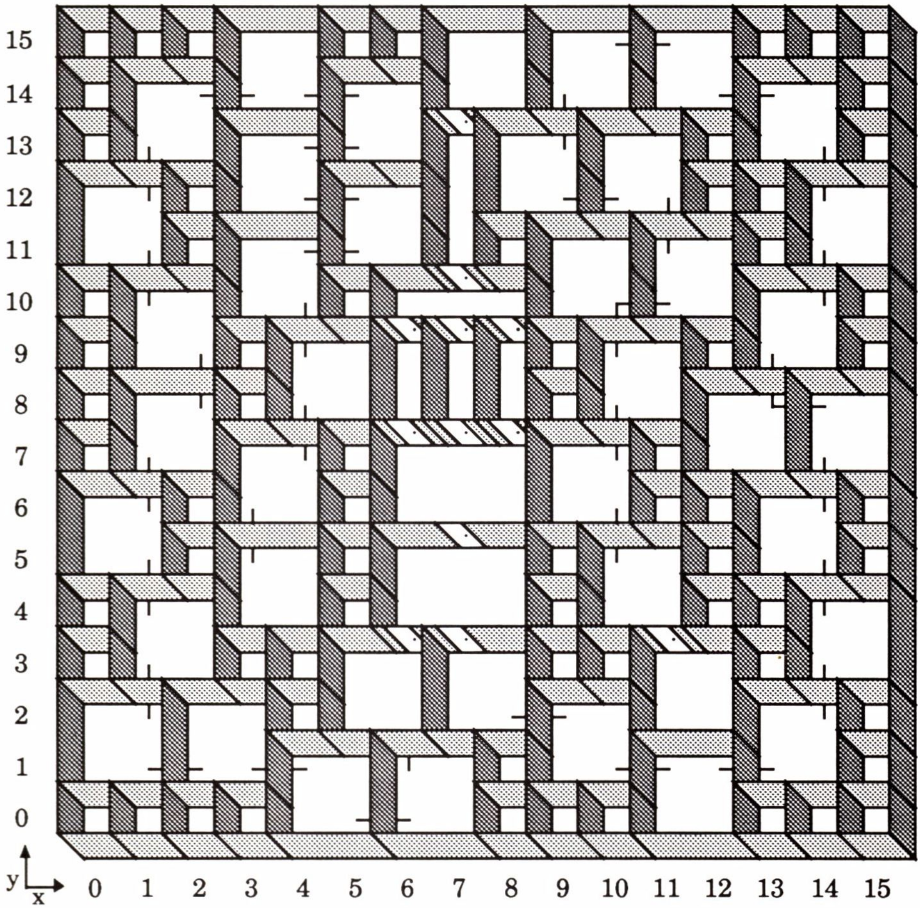
This maze-like dungeon holds treasures that augment the abilities of both Robbers and Clerics. Lord Hoardall keeps these items to insure that he has the upper hand on the people most likely to take money from him. For some strange reason, Hoardall also has taken a dislike to Elves, and has a device which discriminates against that elder race. If you wish, exchange Might for Personality. Avoid darts whenever possible.

Hoardall's Dungeon, Level 2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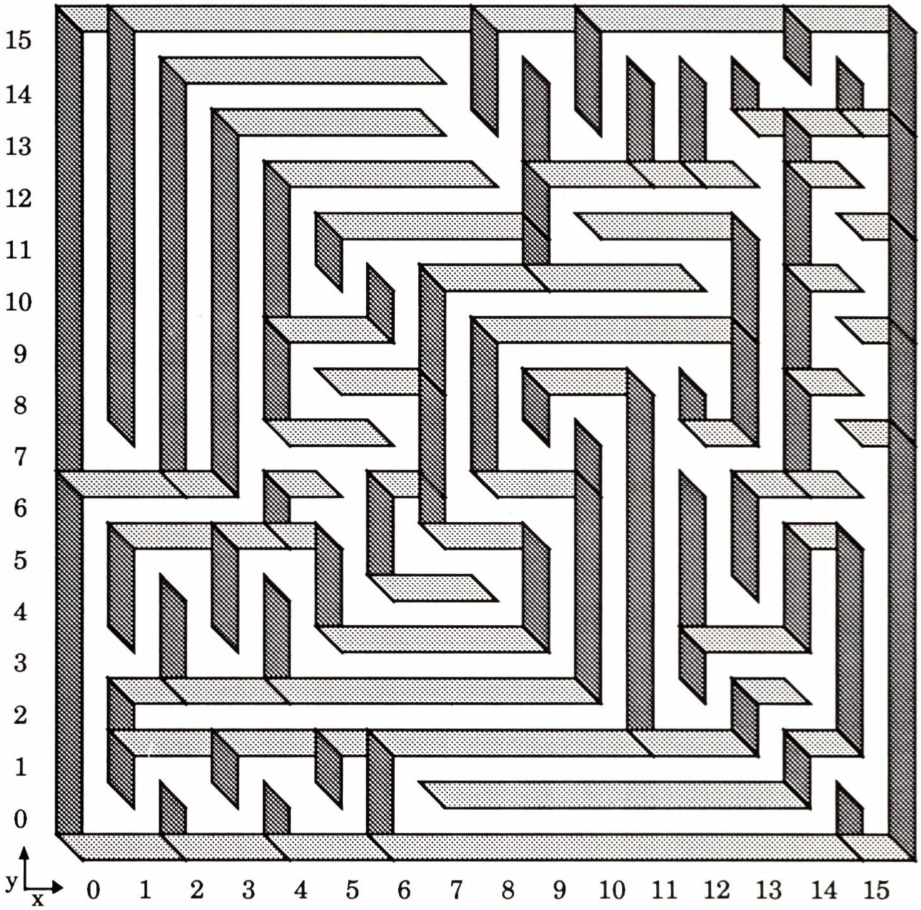
Lord Hoardall wants no visitors in this dungeon and has thus made it near impossible for adventurers to travel about. It is rumored that in addition to the artifacts for Robbers and Clerics and the rewards for non-Elves, there is also a pool which makes all Neutral and a legendary fountain which allows you to exchange gems for experience. It is further known that Personality can be traded for Luck.

Peabody's Dungeon, Level 1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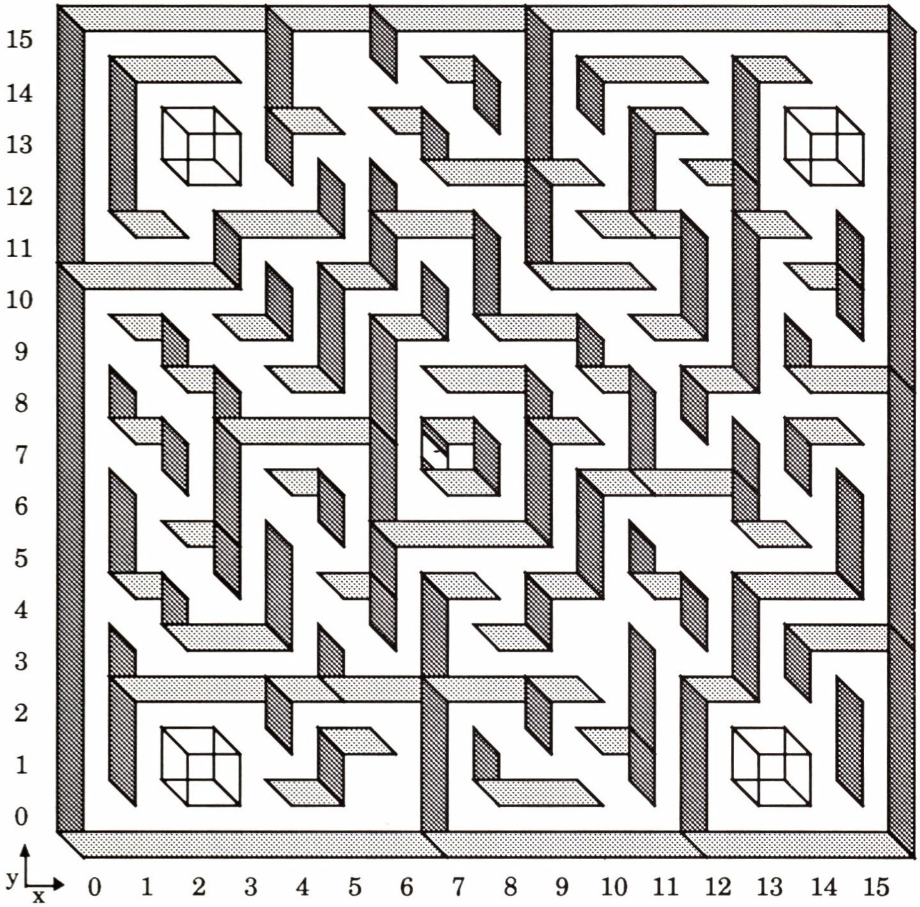
As Lord Peabody's castle is filled with arcane traps, so is his dungeon. Watch your spell points when you travel through these dank passageways. This confusing maze hides objects useful to both Knights and Paladins not present. Accuracy may be gained in exchange for Speed, or if you have patience, for nothing. Humans should be left behind before entering this dungeon.

Peabody's Dungeon, Level 2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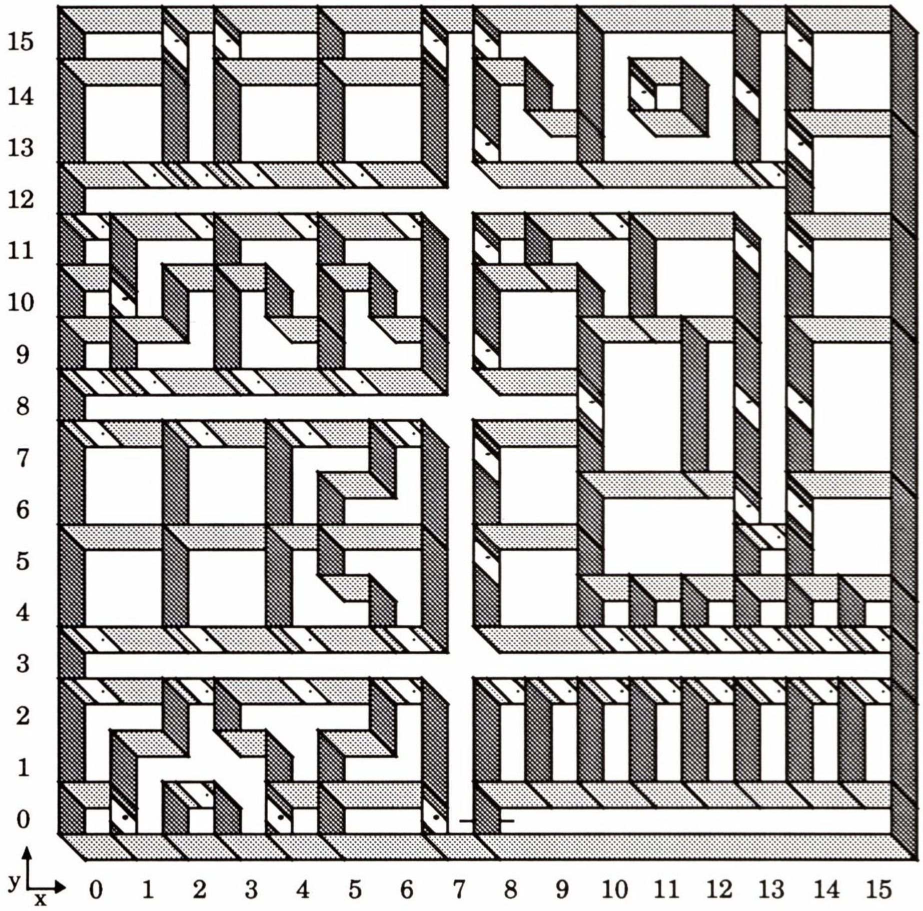
Lord Peabody's second labyrinthine dungeon leaves its treasures out in the open, but only the most powerful and innovative adventurer can gain access to them. Spell points turn to naught here, yet all spells can be learned for a steep price in the dungeon. Knights and Paladins, as well as Humans, should be left behind when conquering this musty dungeon. Lord Peabody has left an amulet to change all to Good and a way to convert Luck into Personality.

Lamanda's Dungeon, Level 1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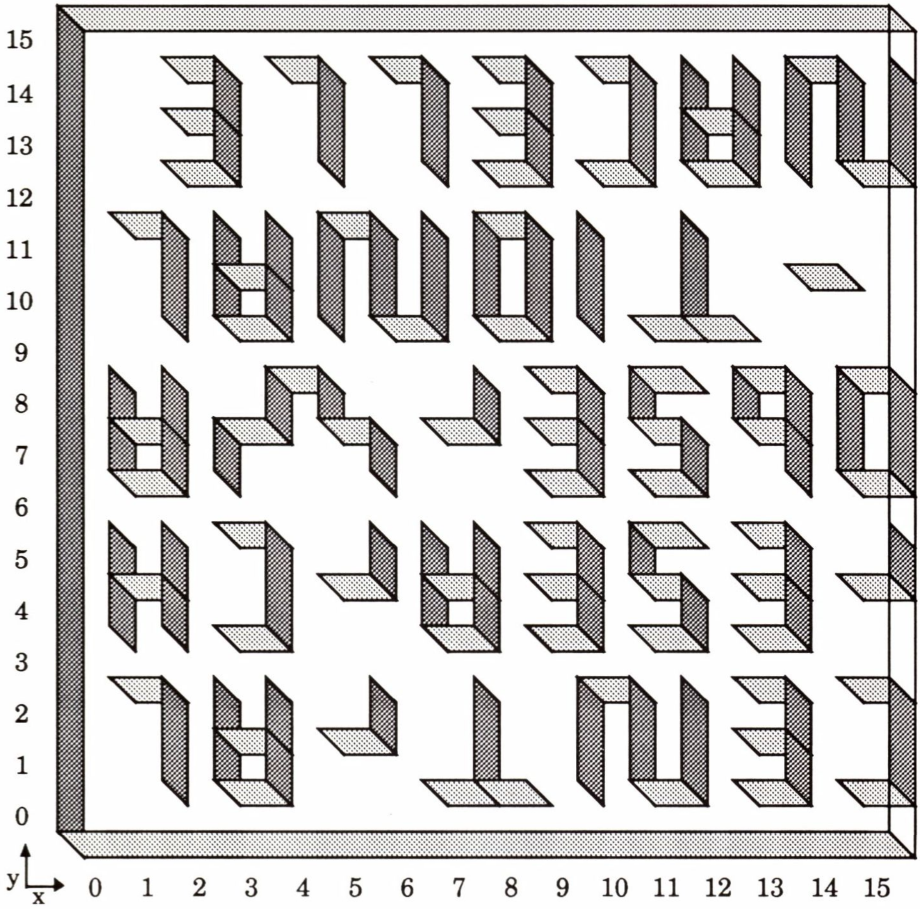
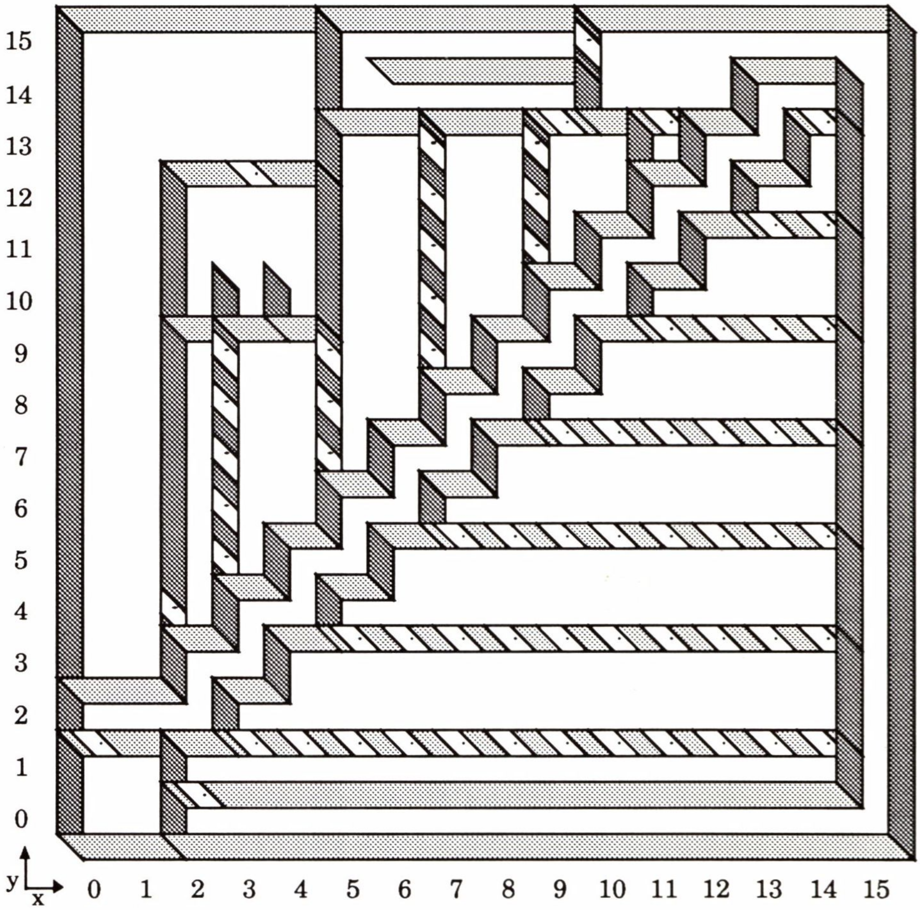
The Royal Dungeon houses some of the most incorrigible criminals in the land. Only Royal Guards are allowed free passage through this deadly dungeon. Unauthorized visitors will be fined severely. Some of the more enterprising guards have set up an exchange program, Endurance for Speed. Sorcerers and Archers should note that items are stored here for their use. Dwarves should stay away from this dungeon, if they wish to retain their party's goodwill.

Lamanda's Dungeon, Level 2



This puzzling dungeon holds messages about Cron's secrets and only the most meticulous adventurer will get the entire answer. Some of the worst criminals, salesmen, have free reign in this dungeon. Among the things that can be purchased or found are a focal point for Evil, a way to exchange Might for Speed, a means of changing from Male to Female, a way to increase Hit Points if you are not a Dwarf, items useful to Archers and Sorcerers, and a mystic Hit Point Maximizer.

Dark Keep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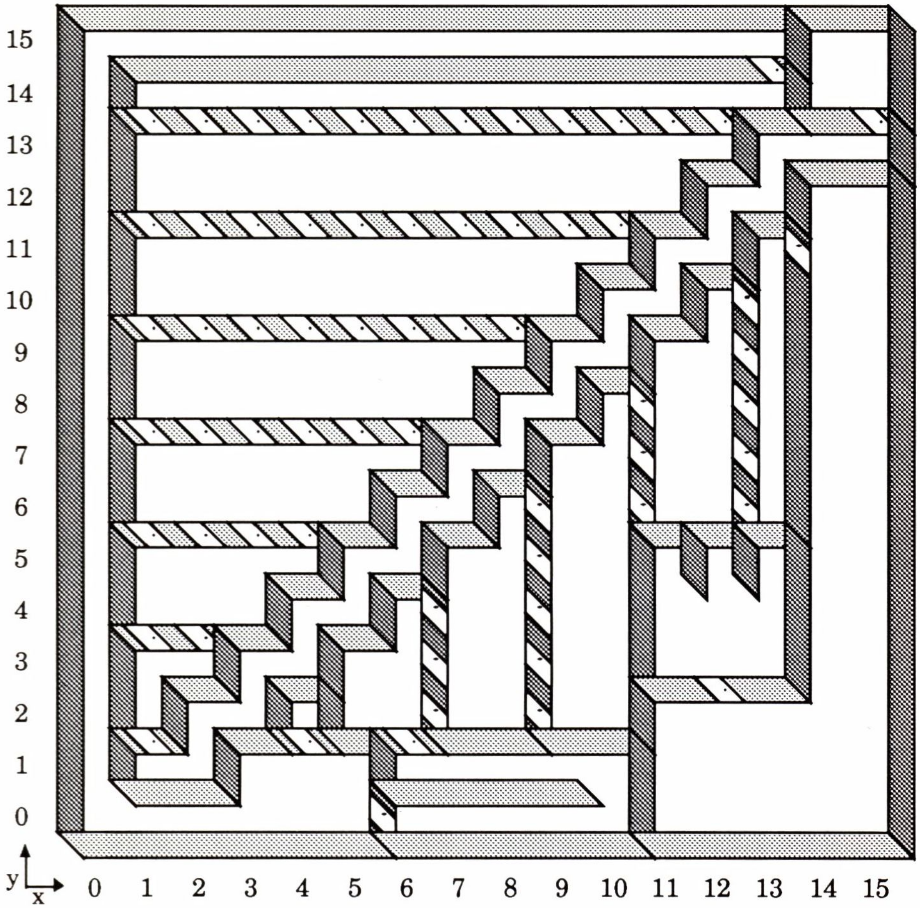
This maze holds within it one-half of the path of completion for Sorcerers, the mastery of Evil. Follow the advice of the Jurors of Mount Farview and the Statues of Atlantium before venturing here. Bring many Sorcerers here, for it is only they who can explore this dire castle. Look to the walls and answer the riddles to avoid unnecessary bloodshed.

Tower of Mercy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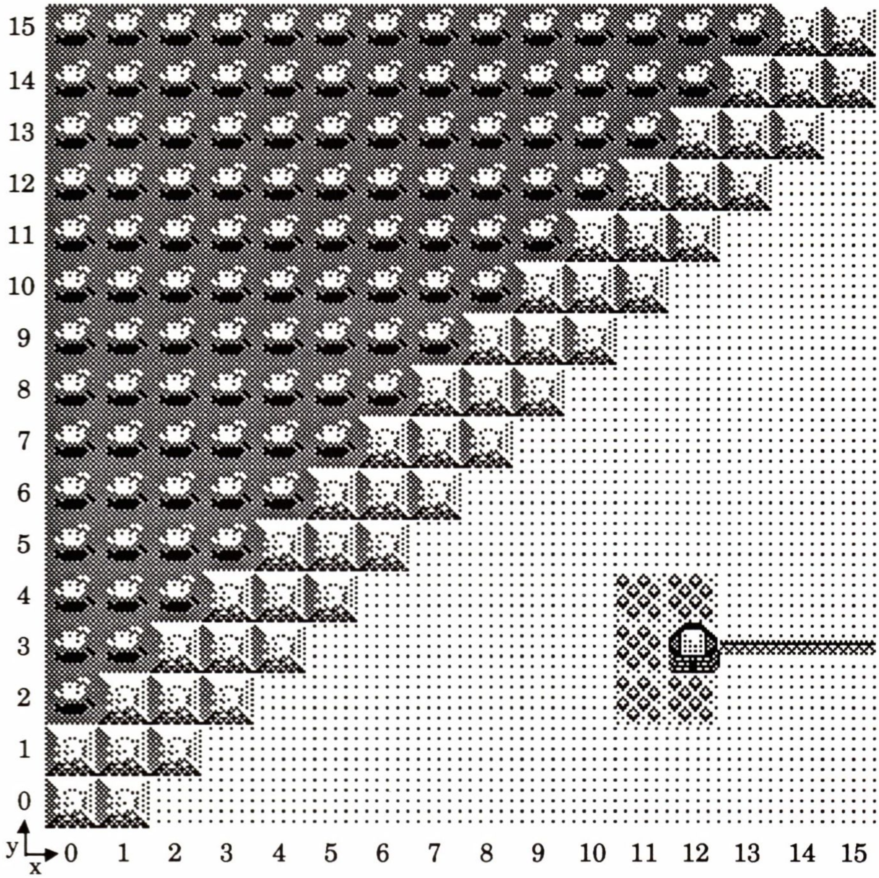
Resting on the southern portion of the Isle of the Ancients, this castle guards the secrets for manipulating the Good component of Sorcery. Stack your party with Sorcerers after visiting Mount Farview and Atlantium and wresting from them their knowledge to add to your own. Remember, choose the proper doors to walk through or fight near continuously.

Outdoor Regions

Travel cautiously when outdoors. The lords of Cron have set up a road system which is the most safe way to travel, short of magic, between towns and castles. For open, wide spaces a Navigator is necessary so as not to become lost. There are many natural hazards, distinct to each of the 20 regions that can be devastating if they catch a party unawares. Weaker parties should avoid the outdoors.

Region A1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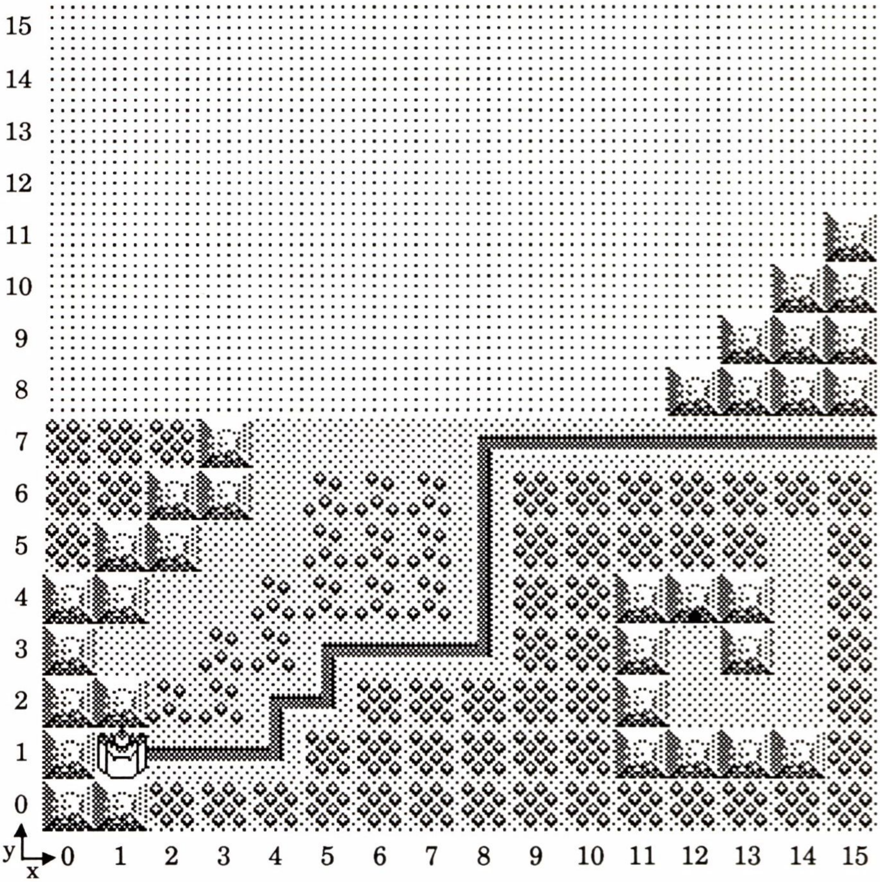
One of the four corners of Cron, anchored onto the tempestuous Elemental Plane of Air, this region is primarily a frigid wasteland. The sturdy town of Tundara is the lone outpost of civilization in the area. While travelling, stick to the road as blizzards, snow drifts, and avalanches ravage this desolate province.

Region A2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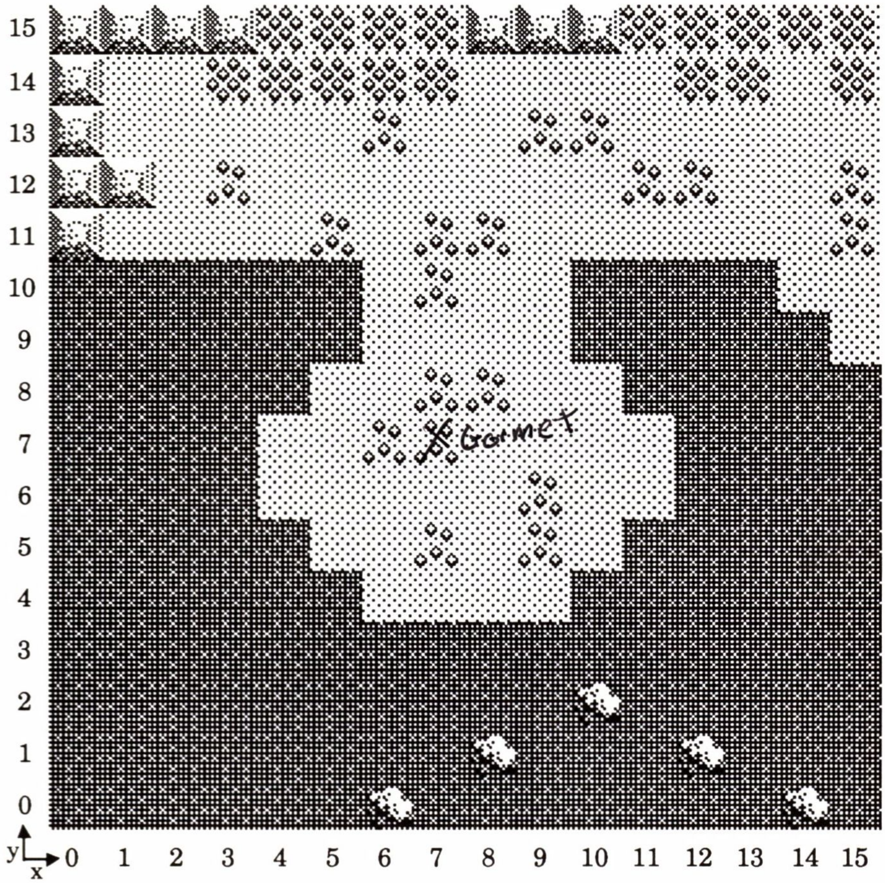
Castle Pinehurst, the westernmost seat of civilization and authority, rests in this bizarre, half tundra, half timberland terrain. Surrounded by the evil Sarakin's Mine, a focal point of evil spirits waiting for the foolish to entertain them, and the dreaded Death Spider, responsible for keeping the area free of corpses and living bodies, Lord Peabody erratically maintains order in this, his immediate domain.

Region A3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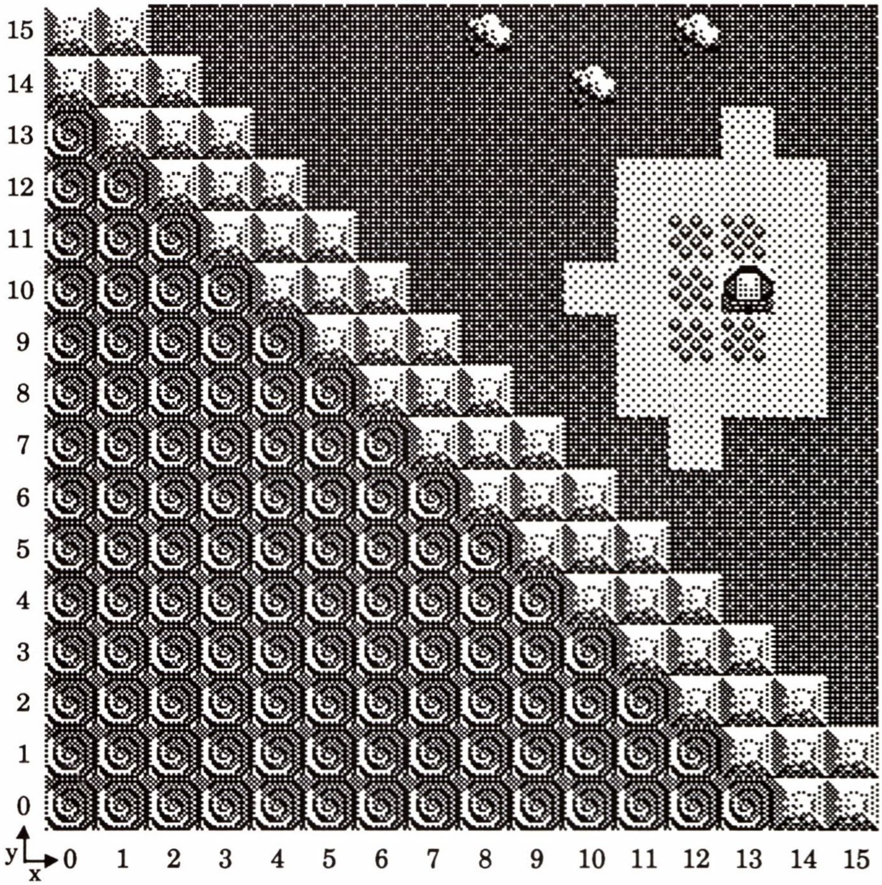
A truly grisly region. Corpses line the seashore as the fearsome Siren causes more and more shipwrecks in the treacherous waters, complete with tidal waves and whirlpools, around the Petrified Peninsula. On land, flying dragons swoop down on the unaware traveler for an easy meal. Many adventurers have met their doom here, believing themselves stronger than they actually were.

Region A4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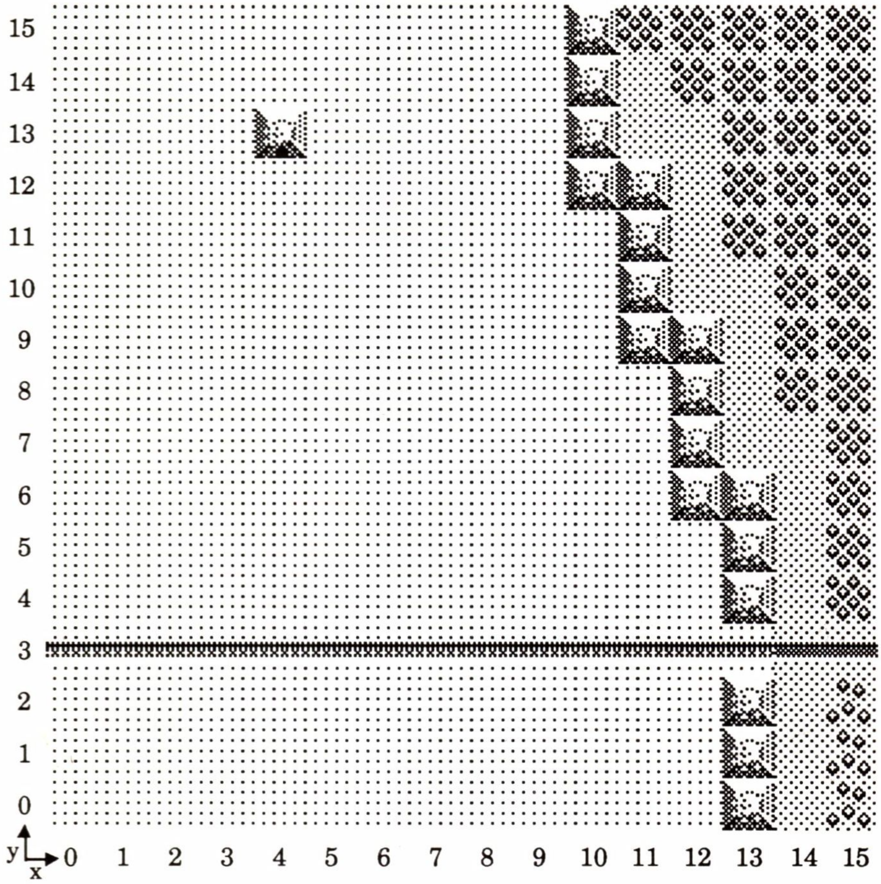
Waves of water seeping in incredible quantities from the Elemental Plane of Water make this aqueous region a popular place for the watery death of mighty travellers. Perhaps the only reason to journey here is to visit proud Atlantium, most sophisticated of the five cities. Rumor has it that the Pearl Islands are a source of great wealth for the city's mining crew.

Region B1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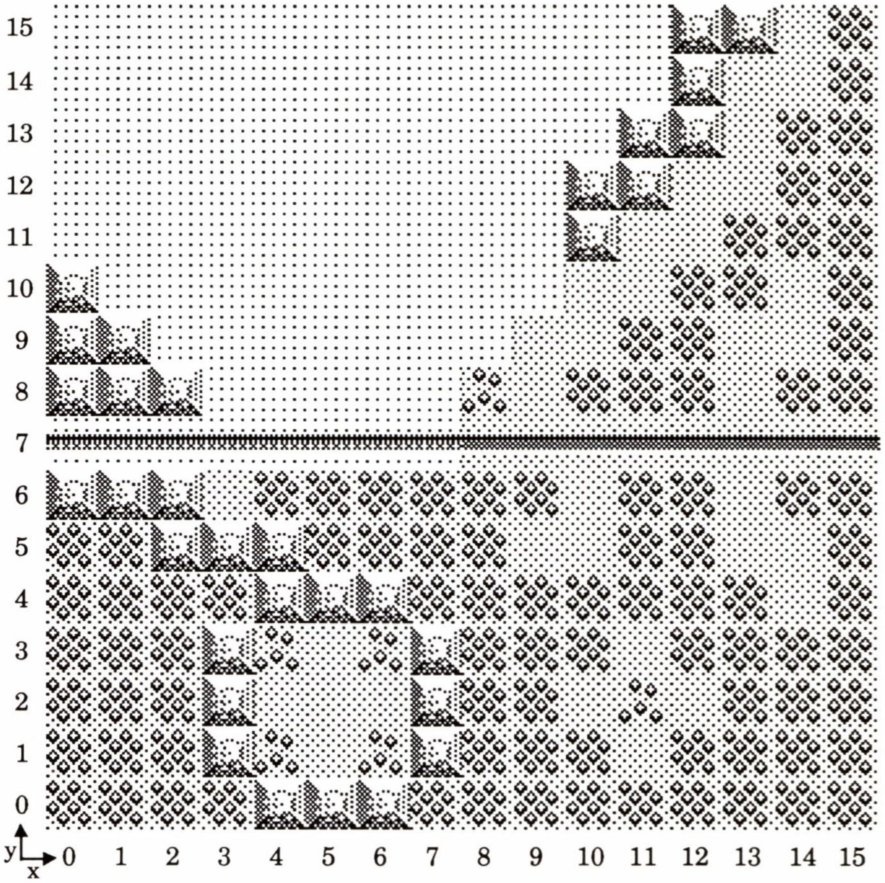
Perhaps the most mild tundra region, Fortress Haart, home to an ancient noble line, rests in this inhospitable, icy zone. A majestic Pegasi is said to live here, waiting patiently to aid the true saviors of Cron. Also, a warlike group of monsters is said to conduct raids out of an arctic ice cavern hidden deep within the swirling snows.

Region B2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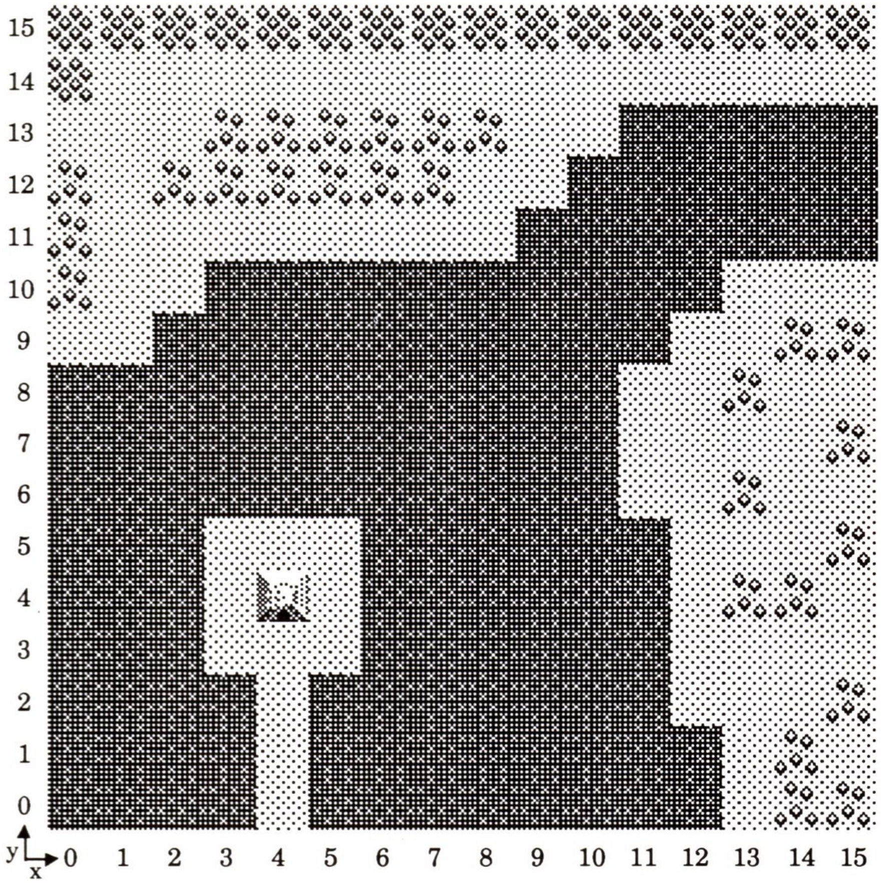
One month out of the year, the fabulous Circus sets its tents up in this pleasant meeting place. Throughout the rest of the year, different groups hold conventions and meetings in the Falcon Forest. It is best not to disturb these meetings unless you are invited. Another person not to disturb is Baron Wilfrey, who terrorizes the wood with his fabled bow and arrow.

Region B3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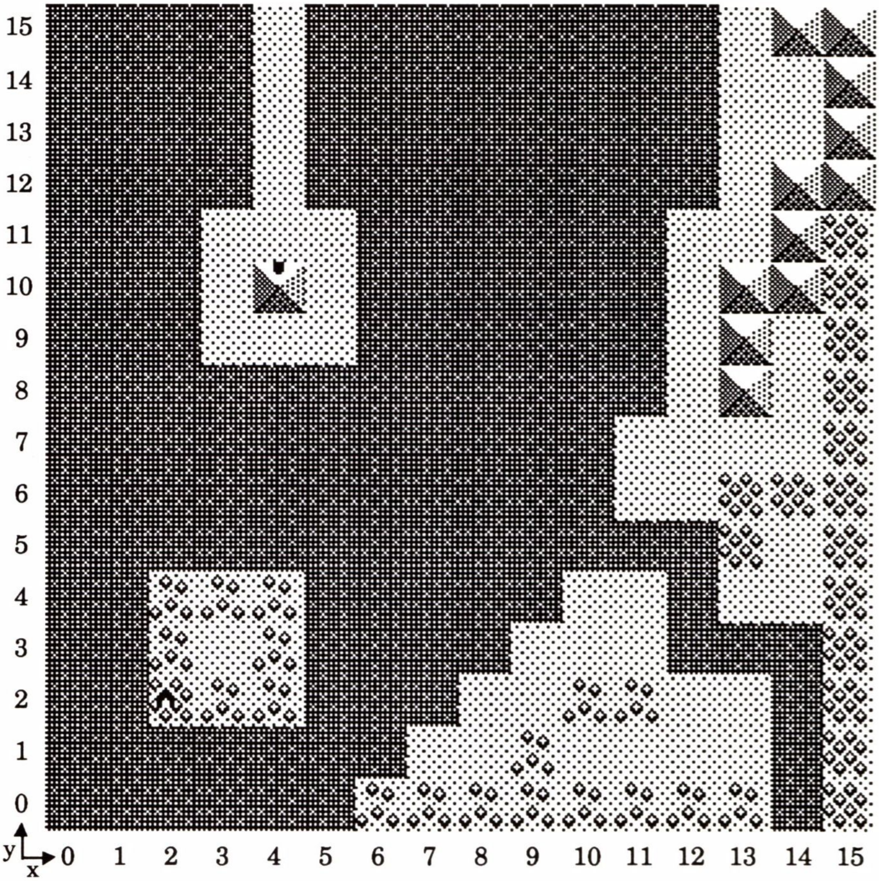
This region has two main attractions for the curious adventurer. First, the Dark Keep, home of the evil sorcerer Ybmug, rests upon the northernmost tip of the Isle of the Ancients. This forbidden tower is of particular interest to Sorcerers throughout the land. Next, the mighty Dread Knight jousts regularly here, defeating all Knights who have faced him in recent times.

Region B4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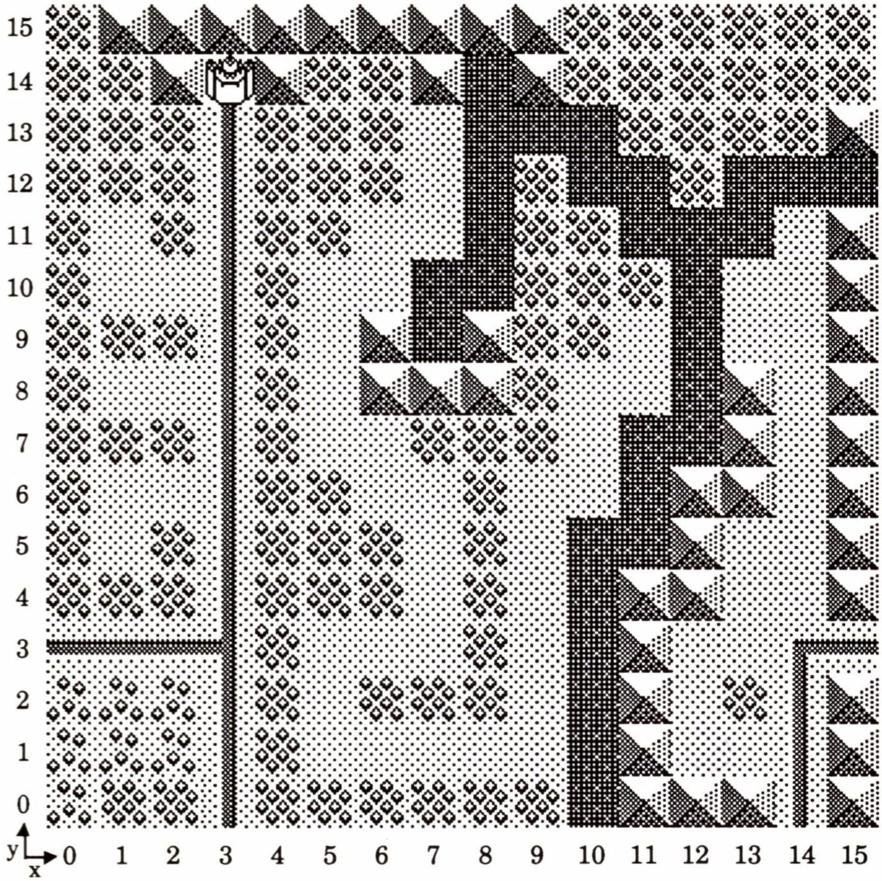
The superstar of Cron, Murray, has his world famous resort isle nestled in the lulling waves of the gentle ocean. The aged and beaten party will find relaxation and solace in kindly Murray's hot springs, gym, and other leisure-minded activities. Also of note is the good wizard Yekop's Tower of Mercy, located on the southern tip of the Isle of the Ancients. For the curious, visit Native's Cove, where cannibalism still thrives.

Region C1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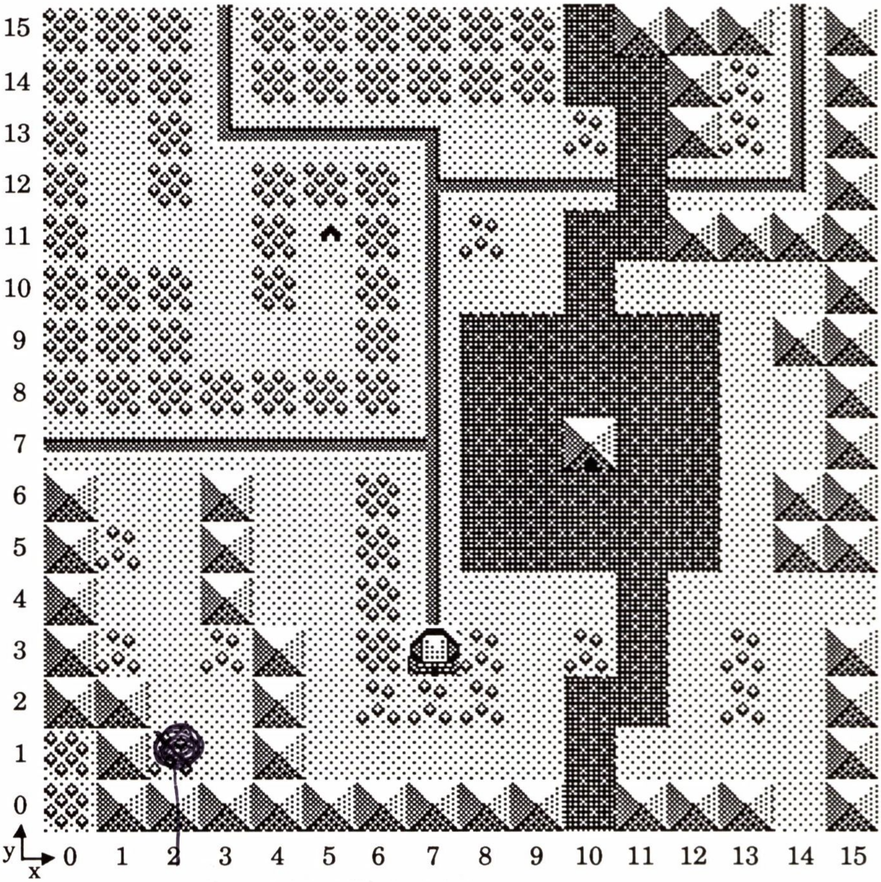
Castle Woodhaven, home to avaricious Lord Hoardall, guards the northernmost of the realm's frontiers. His job as peace-keeper is difficult at best, as his immediate neighbors are the vile undead of Lost Soul's Woods and Corpse Creek. If you seek action, visit the Hermit of Beggar's Grove and help him recover what he has lost. Lastly, this region is loaded with magic, so be aware of any opportunities.

Region C2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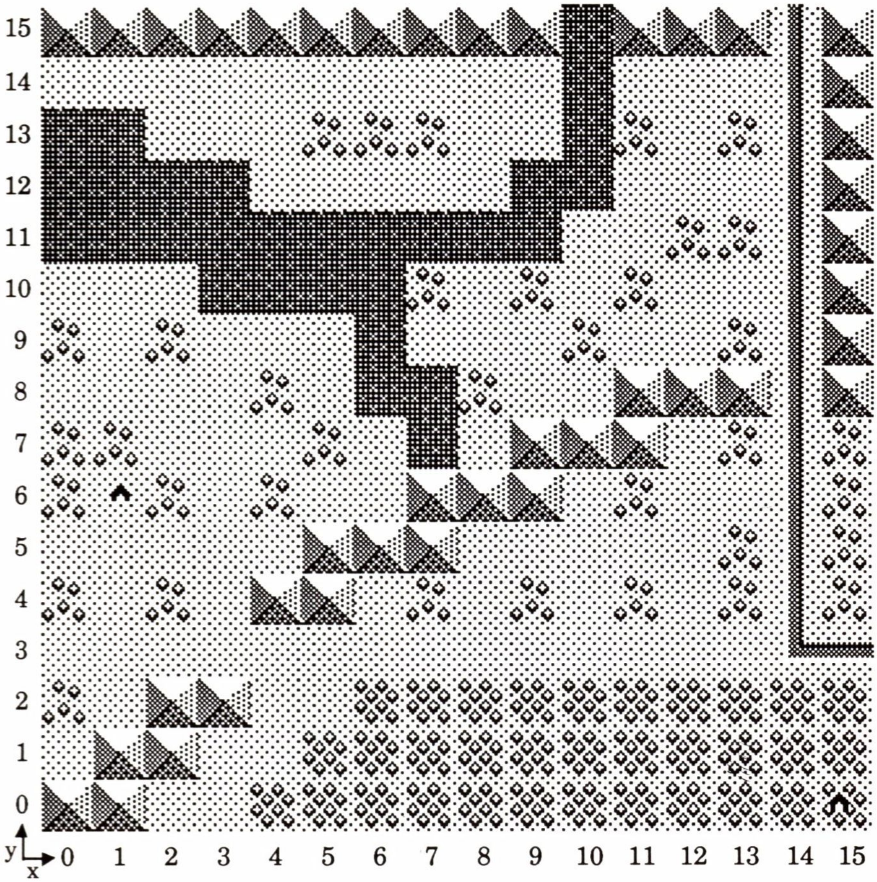
The hub of Cron, the town of Middlegate serves as the center of trade and commerce for the civilized. As a result, enchanted roads lead to all land-bound towns and castles in the realm. Many interesting locales are to be found here. Square Lake, shrouded in dire mystery, ruins of Mystic Castle Xabran, destroyed by the Elemental Lords, and abandoned Corak's Cavern all lie nearby, waiting to be explored.

Region C3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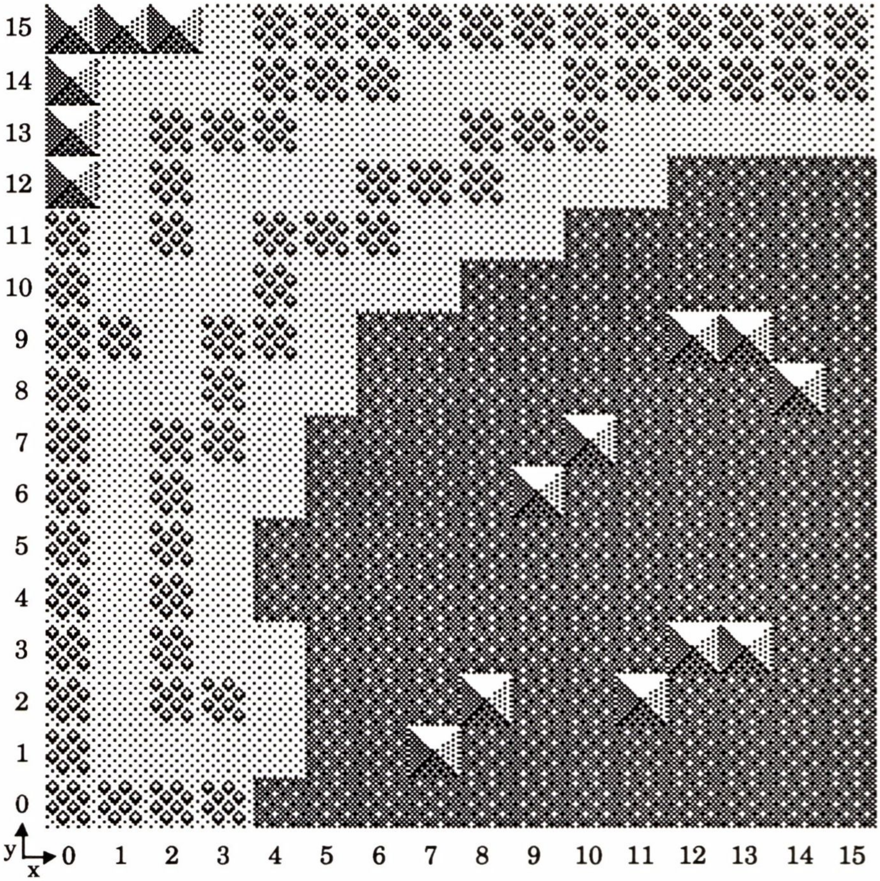
The inherent evil of the Forbidden Forest intrudes upon the natural calm of Druid's Point. The druids have set up a defensive perimeter to defend against the evil menace. Of special note to inquisitive travelers is Murray's Boat Ride. Simply make reservations in Middlegate, embark at the dock, and see Cron as it should be seen - at a distance.

Region C4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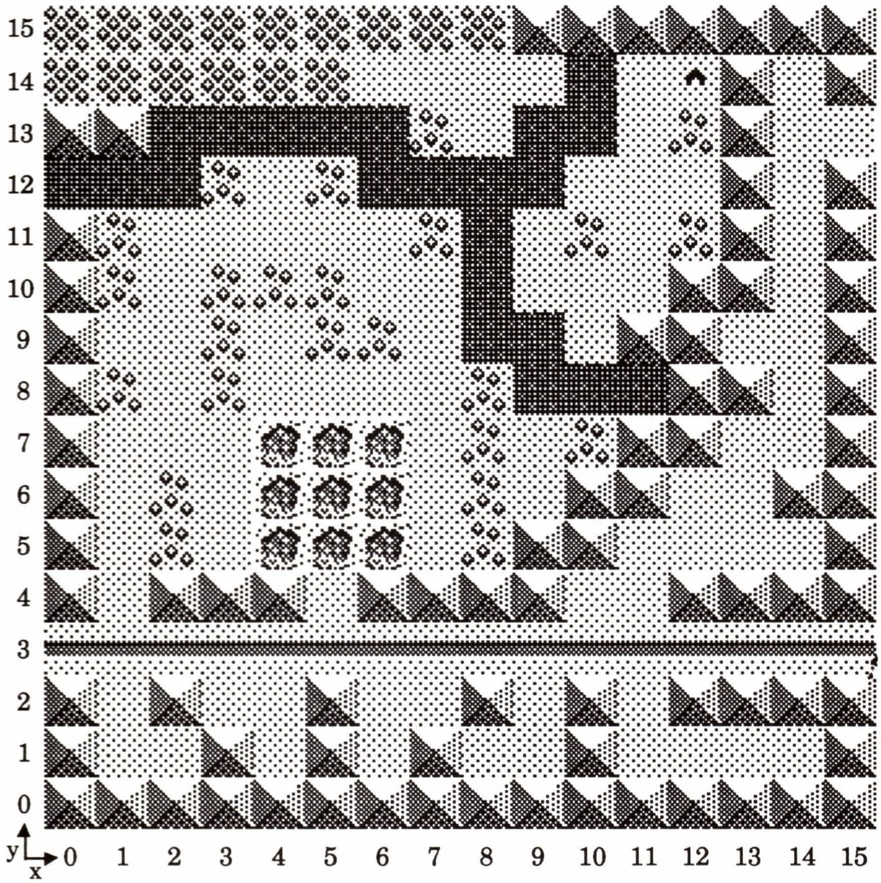
On the west, Barbaric Hills, on the east, Quagmire of Doom. This is not a region to take young, inexperienced adventurers. King Kalohn fought the Mega Dragon in this once fertile savannah turned swamp and ever since evil has flourished here and throughout Cron. Watch where you step, for quicksand and sinkholes abound.

Region D1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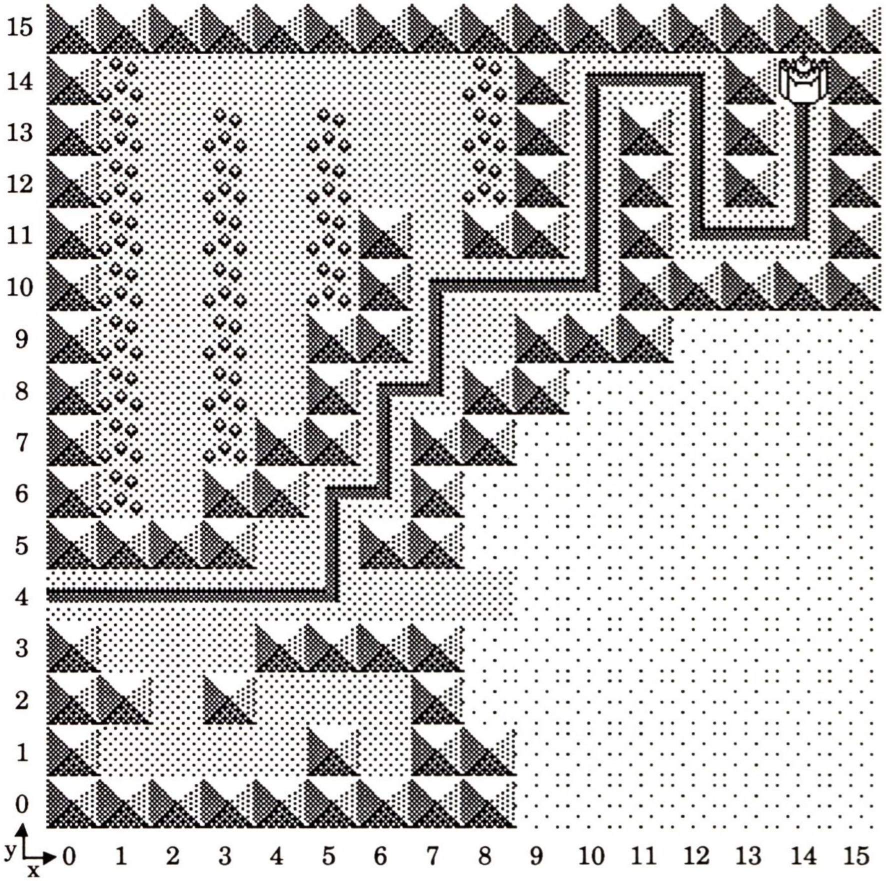
An area of great peril, this is where King Kalohn blasted a mountain to defeat the four elemental lords. The derivative of the battle is the Dead Zone, a tract of land so ruinous that to enter it is to die. Ensconced in the hills bordering this fatal area is Dragon's Dominion, the realm of the majestic dragons of Cron. And to complement the hazards of the area, Bozorc and his cluster of bandits raid travelers who journey the once safe Queen's road.

Region D2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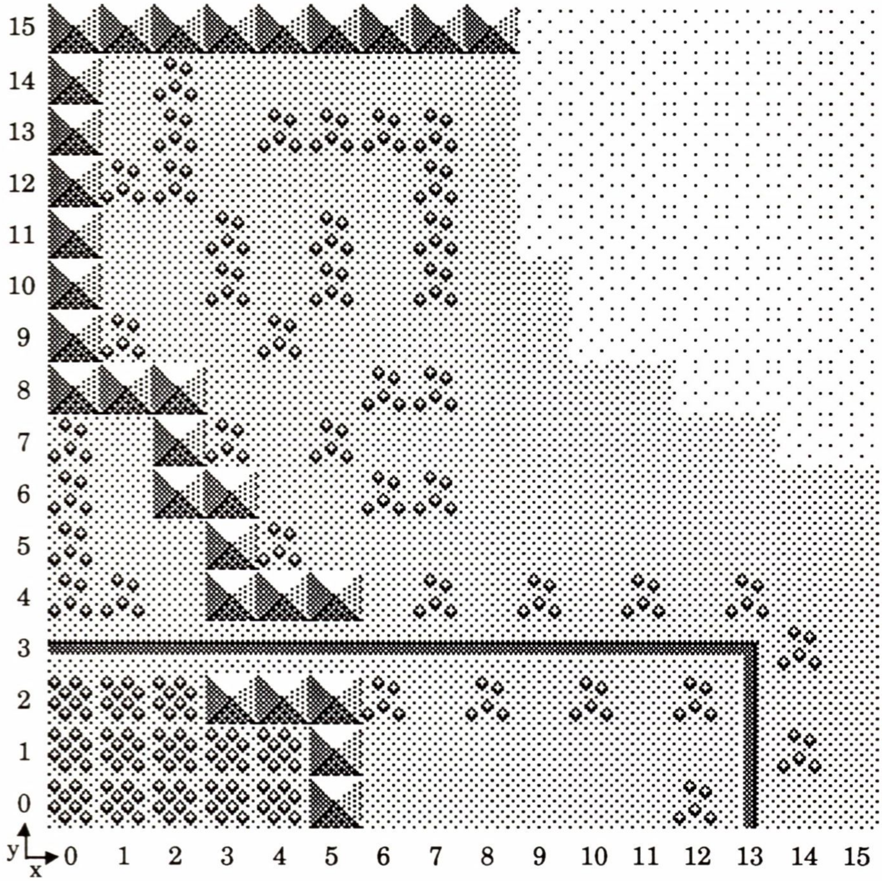
The capitol and seat of government of all Cron rests here, in Luxus Palace Royale. Queen Lamanda rules the realm with a tremulous grip. On the road to the palace, her brother, the audacious Mandagual, has set up a toll station in direct conflict with Lamanda's wishes. The only people above the Queen's jurisdiction, the Jurors of Mount Farview, also hold court in the region. Stay away from the desert, for it is not heedlessly named Desolation.

Region D3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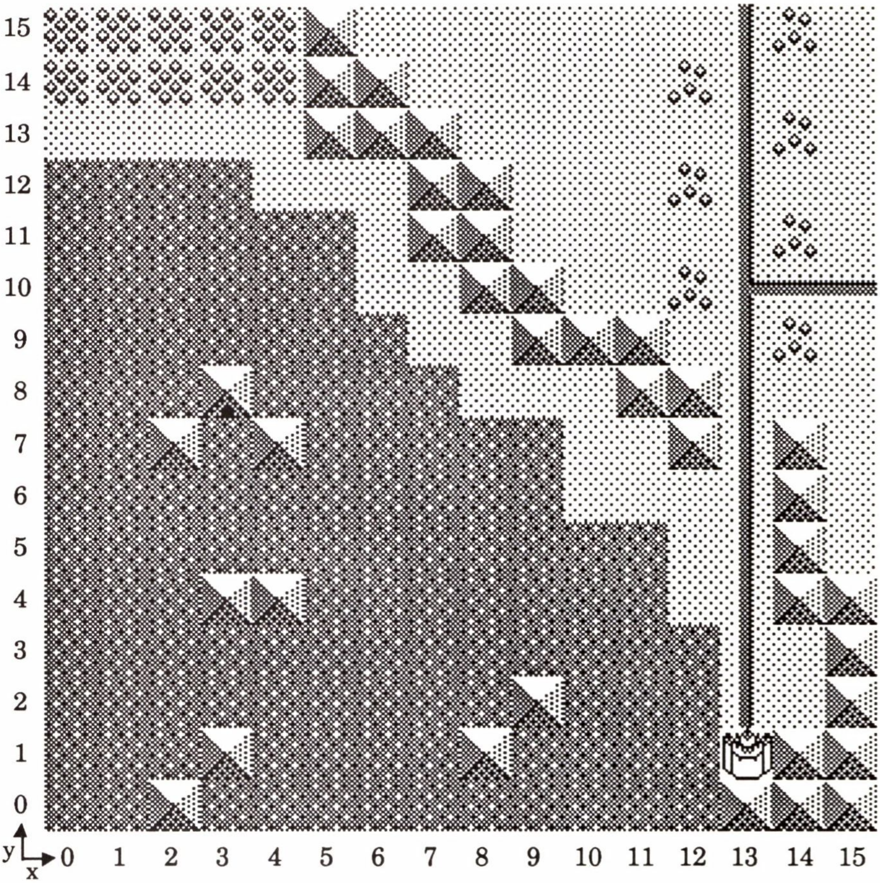
This vacuous region does not have too much to offer the swashbuckling adventurer. The supreme Mr. Wizard studies in the Arcane Wilderness, hoping to find the rumored Lich Lord who dwells within its confines. He offers his services for a steep fee, but knows every spell in existence. The only other inhabitant of the area is a rather crazy old man who once worked in the Circus. Converse with both characters, as they have much to offer.

Region D4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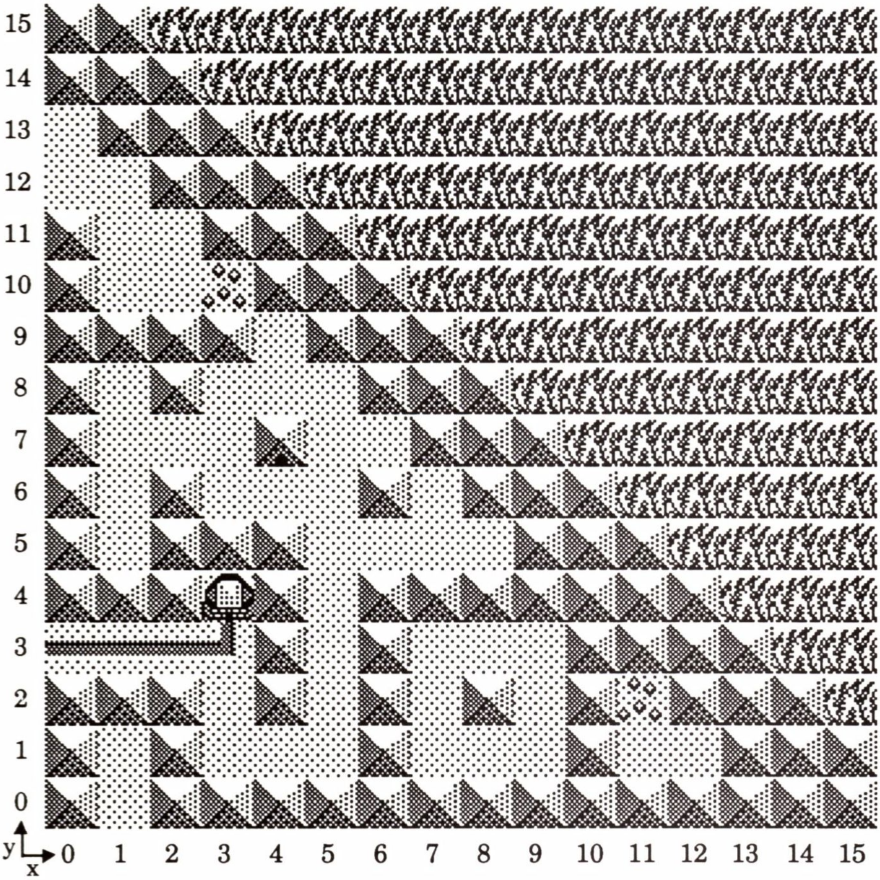
Bloodthirsty Lord Slayer decided to build grim Castle Hillstone, Guardian of the Southern Realm, on the border of the Quagmire of Doom and Dawn's Mist Bog so that he could go to battle frequently. He certainly chose the right place, as monsters constantly traverse in and out of Dawn's Mist Cavern, more often than not to the Quagmire itself. Slayer has had problems recently with farmers, and recommends that citizens do not tour any.

Region E1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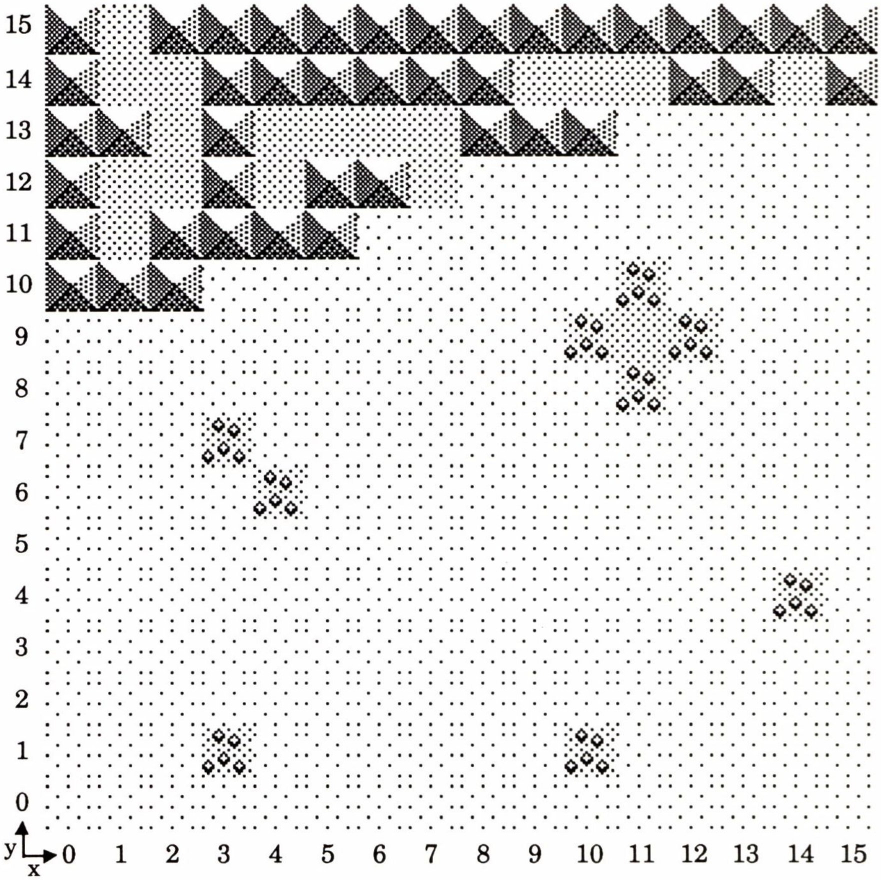
This explosive region is riddled with volcanoes and lava pools creeping from the Elemental Plane of Fire. The arid town of Vulcania lies beneath the shadows of many dormant volcanoes, offering a safe place for expeditioners to linger. One should not stray from the roads, unless complete immunity to heat and fire is gained.

Region E2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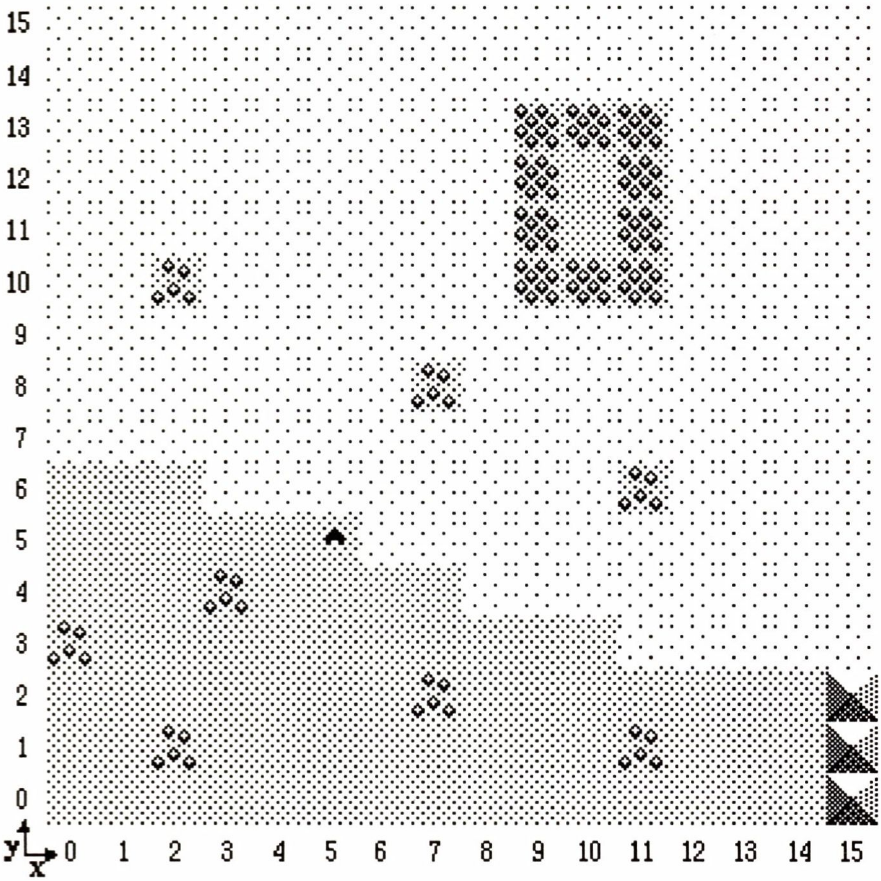
This is the singlemost deadly region in all of Cron. Thrill-seeking adventurers will have many battles of which epic sagas could be made. The Desert of Desolation also offers two interesting resort areas, though only the most staunch and fearless characters can appreciate what they have to offer. A Navigator is a necessity for travel.

Region E3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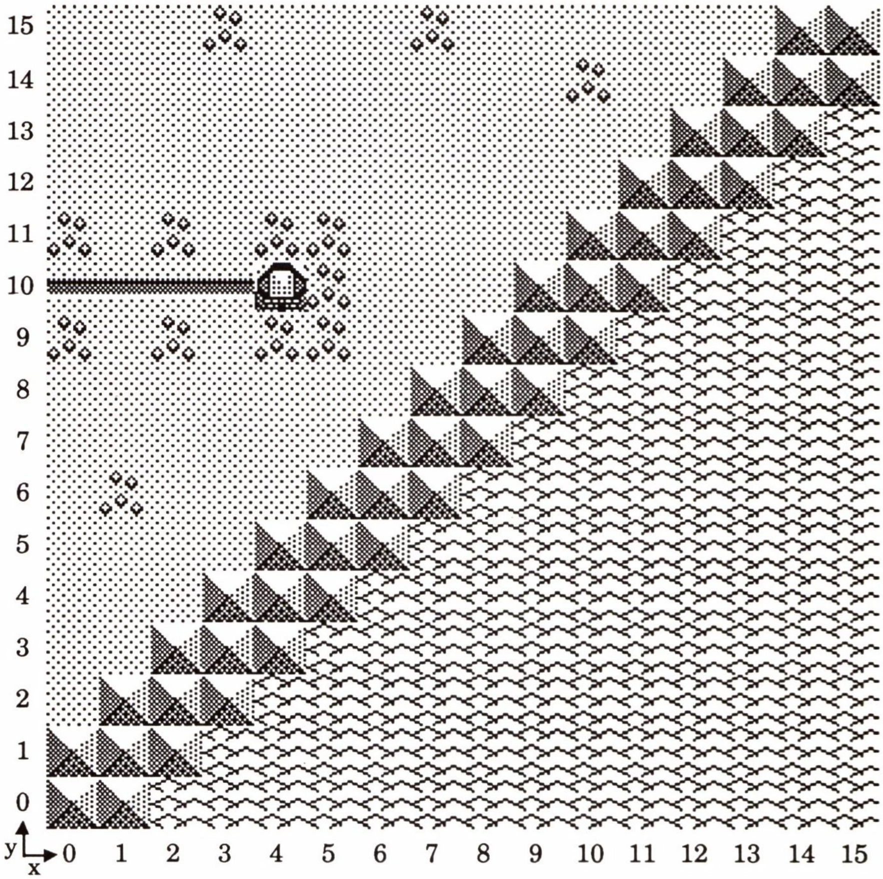
Earthquakes and sandstorms ravage the barren countryside as monsters patrol the area seeking food. Concealed on the desert border, the Nomadic Rift Cavern offers escape from the patrols and civilization. The Inner Limits is rumored to do both great harm and great good, dependent upon previous actions. Walk carefully here.

Region E4



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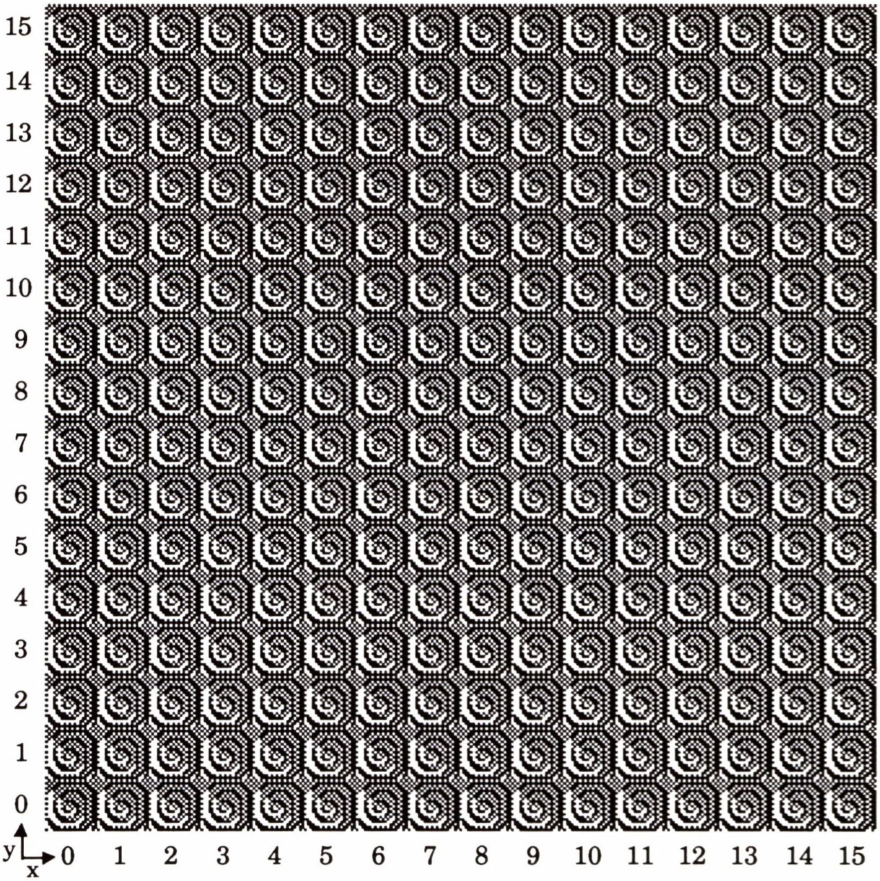
Sandsobar, the most decrepit and depraved of all Cronian cities, brazenly sits in the shadow of the Elemental Plane of Earth. Though rocked occasionally by earthquakes, this region is surprisingly safe and sedate. This is a good place for young travelers to visit.

Elemental Planes

The four elemental planes are perhaps the most deadly locales in Cron. Special preparations must be made prior to expeditions, for each plane is composed entirely of its element, making it very difficult for non-elementals to get around. Each elemental lord can perhaps destroy any adventurer foolish enough to challenge his supremacy.

Elemental Plane of Water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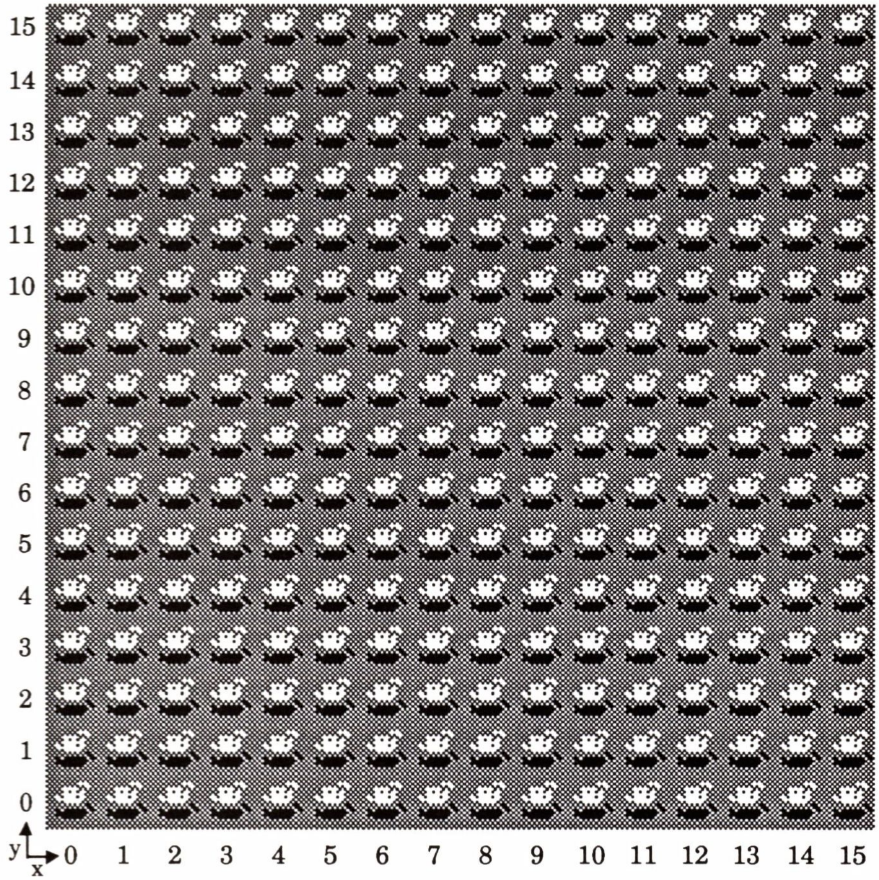
Mighty Lord Acwalandar is best avoided on this, his home plane of existence. He keeps many minions on hand for amusement and protection. Adventurers are advised not to visit this endless stretch of water unless they are extraordinarily powerful. Of course, Lord Acwalandar also guards a coveted talisman of power, nestled in a hidden shrine somewhere on the plane. If you seek exit from here, rest.

Elemental Plane of Air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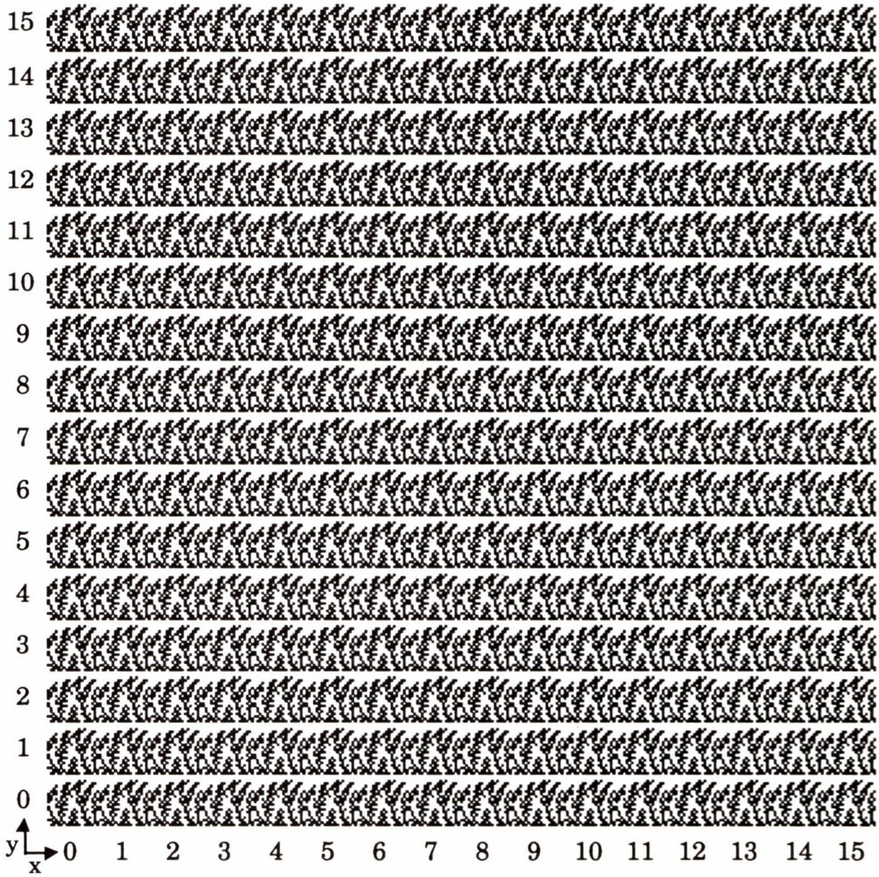
Flighty Lord Shalwend discourages adventurers from travelling to his airy plateau by having a vast number of patrols scour the area for humanoid life. Hence, only the foolhardy come here voluntarily. Rumor has it that a mystic temple houses a powerful device which allows control over Air itself. If you seek exit from here, rest.

Elemental Plane of Fire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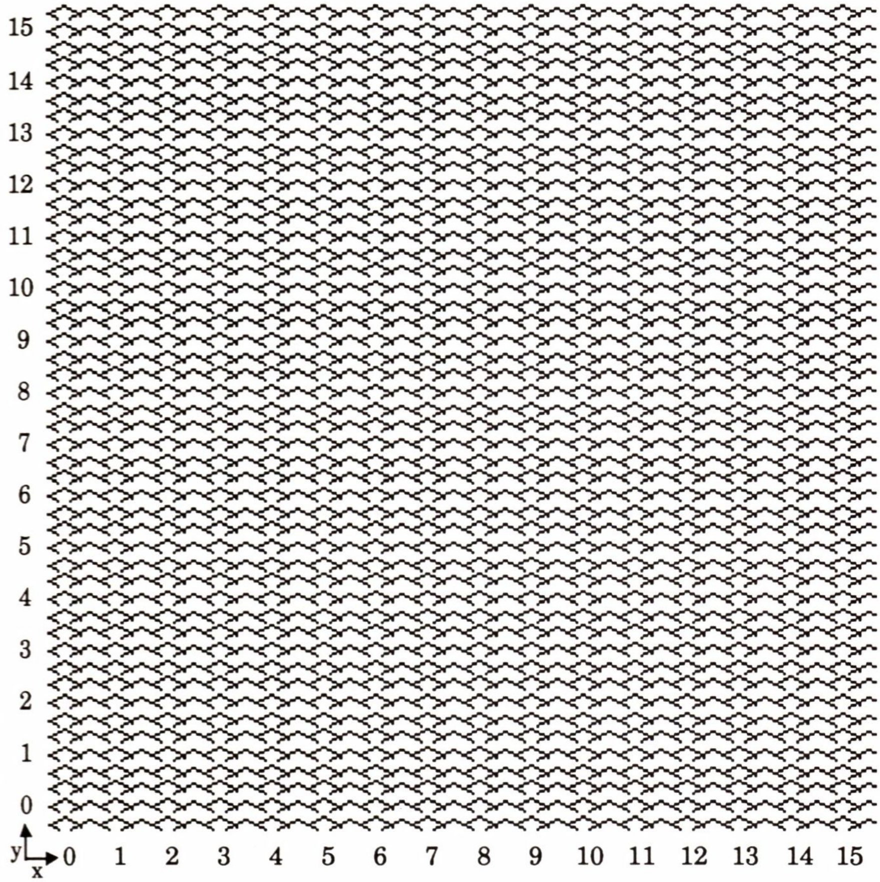
Sadistic Lord Pyrranaste encourages brutality and fighting among his subjects. He believes it builds character in his minions. It also makes the Elemental Plane of Fire a dangerous place to stay. A flame-guarded mosque is believed to hide an arcane amulet of destruction. If you seek exit from here, rest.

Elemental Plane of Earth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The Imperial Lord Gralkor, former Tyrant of Cron, does not allow admittance to his kingdom by non-elemental creatures. Nevertheless, many come to seek a powerful shrine which houses an earthen charm of high potency. None have found it and lived. If you seek exit from here, rest.

Clues and Hints

There are many details that have to be sorted out in the world of Cron. Formidable quests must be completed, potent artifacts must be recovered, and personal power of all manners and forms must be earned and then augmented.

Following is a compendium of all of the most useful hints and clues necessary to adventure in Cron. The most basic clues are listed plainly, with exact location and coordinates given. Also, the more difficult goals are listed clearly, as simply arriving at the objective is an arduous task in itself and once you arrive, you discover that you were supposed to bring a certain something with you. The difficult and most important clues have been encoded, so that the casual glance does not ruin the rest of the game.

Happy adventuring and good luck!

Messages

There are three different encoded messages spread across Cron. Yellow eases travel while Green and Red help the adventurer save Cron.

Green Message:

1. B2 X14,Y9
2. B3 X12,Y2
3. B2 X14,Y5
4. B3 X12,Y9

Red Message:

1. Fire X6,Y15
2. Water X0,Y8
3. Earth X7,Y0
4. Fire X15,Y7
5. Air X0,Y7
6. Earth X9,Y6
7. Water X8,Y0
8. Earth X15,Y8
9. Air X7,Y15

Yellow Message:

1. E3 X7,Y2
2. E4 X2,Y11
3. D3 X13,Y4
4. D4 X12,Y10
5. E4 X7,Y15
6. D4 X14,Y15
7. D3 X5,Y10
8. E3 X0,Y3
9. D3 X8,Y2

The messages need to be decoded in a specific order. Learn the proper order by using the corresponding interleave.

Green Interleave:

Cavern below Middlegate
X8,Y14

Yellow Interleave:

Castle Xabran
X13,Y12

Red Interleave:

Castle Xabran
X13,Y4

The Significance of Keys

Throughout Cron, keys play a major role. Between the different colored keys, Mark's Keys, and the Castle Key, many locks will be opened.

First of all, the Castle Key comes into play. In order to gain easy access to each castle, the key must be shown as a pass. To obtain the key, see first the Wizard Nordon in Middlegate and then his sister Nordonna. Upon completing Nordonna's task, she will explain all.

Next come the four colored keys, Green, Yellow, Red, and Black. A locksmith selling one type of key can be found in each town, save Tundara which has none. In each of the four major castles, Hillstone, Pinehurst, and Woodhaven, as well as Luxus Palace Royale, there resides a Bishop of similar color to each key. Each key frees the corresponding Bishop from imprisonment. However, greater rewards can be reaped if for each color the party first wins battles in every one of the three combat arenas. For example, a party which has obtained a Green Key then proceeds to fight Green Ticket battles in the Arena, Monster Bowl, and Colosseum. They then free the Bishop of Green Battle from his incarceration and receive a hero's reward. Find the Bishops as follows.

Bishop of Green Battle:	Castle Woodhaven	10,6
Bishop of Yellow Battle:	Castle Pinehurst	13,3
Bishop of Red Battle:	Castle Hillstone	11,4
Bishop of Black Battle:	Luxus Palace Royale	14,14

Finally, Mark's Keys must be found. Before this, Mark himself must be sought out.

Find Mark in Beggar's Grove, Area C1 at 1,1.

Find his keys in the Death Spider Lair, Area A2 at 2,9.

There are a number of ways to raise or alter personal attributes and features temporarily or permanently in Cron. Besides magical weapons and artifacts, there are quests, creatures, stat-swappers, and pools, to name a few.

Ability Enhancement

Find the Circus between Day 140 and 170 in B2 at 14,4.

Bring a Cupie Doll to the old man in Area D3 at 7,13.

Visit the Inner Limits in Area E3 at 10,12.

Return to the Circus and raise the ability of your choice.

and/or

To become more Accurate, visit the Dungeon under Castle Pinehurst, Level One at 14,13.

In order to heighten Speed, go to Area E3 at 4,5 and enter the Nomad's Hideaway. Then, visit 0,15 in that cavern.

To increase Might, the druids of Druid's Point Cavern have a Might intensifier at 1,15.

The Atlantians hide a way to magnify Intelligence in the Cavern below Atlantium at 11,15.

Males and females each must seek different ways to enhance their Personalities. In the Ice Cave, males only should visit 15,8 while only females should visit 15,7.

The stolid Vulcanians add to their Endurance in the Cavern below Vulcania at 15,14.

Try to bolster your Luck in Dawn's Mist Cavern at 12,7.

Experience Catalysts

An even exchange between gold and experience can add much to a party's strength. Slayer's Dungeon, Level One at 11,5.

The most favorable gold to experience exchange rate can be found in Slayer's Dungeon, Level Two at 9,15.

For those willing to part with gems, a dragon will trade some of his vast experience for them in Hoardall's Dungeon, Level Two at 4,4.

Alignment Modification

For a more Neutral outlook upon Cron, visit Hoardall's Dungeon, Level Two at 7,8.

For those who wish to be truly Good, visit Peabody's Dungeon, Level Two at 5,1.

All those who are truly naughty at heart, and wish to become Evil for a change, go to Lamanda's Dungeon, Level Two at 5,11.

Sex Change

Tired of females in your party? Visit Slayer's Dungeon, Level Two at 0,8.

For a party filled with ferocious females only, visit Lamanda's Dungeon, Level Two at 4,8.

Age Reduction

If your party is becoming old and grey and long for their mid-twenties again, visit Sarakin in Sarakin's Mine at 1,15.

For a quick fix in age reduction, go to Travel Moore and book a vacation at relaxing Murray's Resort Isle. Visit the Hot Springs on the Isle in Area B4 at 2,3.

Miscellaneous Clues

Find your Guardian Pegasus in Area B1 at 9,9.

To learn his name, bring a Linguist to Area C3 at 0,7.

Find The Horvath in the Druid's Point Cavern at 1,6.

Satisfy his stringent requirements, and then visit Murray himself in Murray's Cavern at 1,8.

Murray's Power Oil aids those low in hit points. Find the storeroom in Murray's Cavern at 6,15.

Murray's Goofy Juice can be found in Murray's Cave at 0,9.

To rescue the Element Orb from its evil guardians, explore the Dismiss option.

A useful password to know when adventuring in Square Lake is WAFE.

In the dungeons below each castle, characters can gain a random amount of Hit Points permanently if they follow the proper procedure. Make sure that you heed the signs that isolate the different races, and then actively seek out where they are prohibited entry. Depending upon the dungeon level, few or many Hit Points can be attained.

The dragons in the Dragons Dominion guard two ways to increase Hit Points. For characters lesser in power, visit 0,0. Of course, guards will attempt to block your passage. For characters of great strength, a dangerous way to raise potential by an incredible amount is to defeat the Ancient Dragon at 15, 8.

For those who could not afford the steep price of the finest training from level to level, there is a Hit Point Maximizer which will permanently raise the Hit Point level to its current maximum, calculating both Level and Endurance. Find it hidden in Queen Lamanda's Dungeon, Level Two at 0,15. Much wealth should be brought, as the price is exorbitant.

Are the spell-casters in your party having problems finding all the spells scattered throughout Cron? There is a simple solution, bring all your spell-casters and all your gold (and then some more) to Lord Peabody's Dungeon, Level Two at 2,1. All spells will then be known by all characters present.

To decode messages contained in this book, use the following chart.

Code Key:

10 = <space>
11 = A
12 = B
13 = C
14 = D
15 = E
16 = F
17 = G
18 = H
19 = I
20 = J
21 = K
22 = L
23 = M
24 = N
25 = O
26 = P
27 = Q
28 = R
29 = S
30 = T
31 = U
32 = V
33 = W
34 = X
35 = Y
36 = Z
37 = 1
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45 =9
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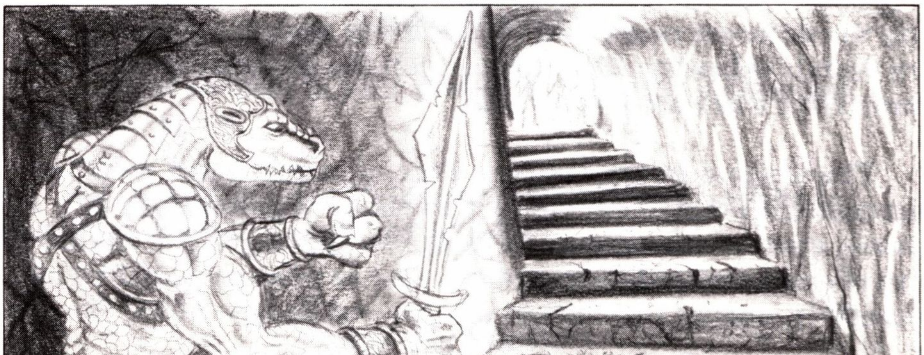
47 =,

If you wish to decode clues and hints using your computer, a program has been provided for your computer type. The original



version is for the Apple II series, BASIC language. Modifications to the program for the IBM and Commodore 64/128 are listed below.

```
10 DIM F$(4,9)
15 FOR Y = 1 TO 4: FOR X = 0 TO 9
20 READ D$
25 F$(Y,X) = D$
30 NEXT: NEXT
35 PRINT: PRINT: PRINT "ENTER DATA: ";
40 GET A$
45 A = ASC(A$)
50 IF A = 13 THEN 35
55 IF A<49 OR A>52 THEN 40
60 A = A - 48
65 GET B$
70 B = ASC(B$): IF B<48 OR B>57 THEN 65
75 B = B - 48
80 IF A*10 + B>48 THEN 65
85 PRINT F$(A,B);: GOTO 40
90 DATA " ",A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z
95 DATA 1,2,3,4,5,6,7,8,9,0,",",-,END
```

For IBM, change lines 40 and 65 to:

```
40 A$ = INKEY$: IF A$ = "" THEN 40
65 B$ = INKEY$: IF B$ = "" THEN 65
```

For Commodore 64/128, change lines 40 an 65 to:

```
40 GET A$: IF A$ = "" THEN 40
65 GET B$: IF B$ = "" THEN 65
```

Save the program as required by your computer system onto a disk with sufficient space for the program. Run the program according to your computer's normal specifications. At the "ENTER DATA: " prompt, type in the coded message or coordinates as needed. The computer will then display the necessary information. To enter additional data to be deciphered, press <RETURN> or <ENTER>.

Points of Interest in CRON

Towns:	Area	Coordinates
Atlantium	A4	37 39, 37 46
Middlegate	C2	43, 39
Sandsobar	E4	40, 37 46
Tundara	A1	37 38, 39
Vulcania	E1	39, 40
Castles:		
Castle Hillstone	D4	37 39, 37
Castle Pinehurst	A2	37, 37
Castle Woodhaven	C1	39, 37 40
Dark Keep	B3	40, 40
Fortress Haart	B1	41, 41
Luxus Palace Royale	D2	37 40, 37 40
Mandagual's Keep	D2	43, 44
Mystic Castle Xabran	C2	37 40, 44
Tower of Mercy	B4	40, 37 46
Caverns:		
Corak's Cavern	C2	41, 37 37
Dawn's Mist Cavern	D4	39, 43
Dragon's Dominion	D1	37 38, 37 40
Druid's Point Cavern	C3	37, 42
Forbidden Forest Cavern	C3	37 41, 46
Gemmaker Volcano	E1	40, 43
Murray's Cavern	B4	38, 38
Nomadic Rift Cavern	E3	41, 41
Sarakin's Mine	A2	37 38, 39
Square Lake Cavern	C2	37 46, 43
Ice Cavern	B1	40, 37 38
Resorts & Conventions:		
Camp Kill-U	E2	37 37, 37 40
Circus	B2	37 40, 40
Dino Ranch	E2	43, 37 38
Farm of Fear	D4	45, 37 37
Lepercon	D4	43, 37 40
Murray's Cruise	C3	43, 45
Murray's Resort Isle	B4	39, 39
Orcon	B2	37 40, 37 46

Where are those Spells?

Clerical Spells	Location
Apparition	Gateway Temple
Awaken	Gateway Temple
Power Cure	Gateway Temple
Heroism	Temple Benedictus
Nature's Gate	**C3 37, 45**
Pro. from Elements	Temple Benedictus
Weaken	Temple Benedictus
Cold Ray	White Dove Temple
Lasting Light	White Dove Temple
Walk on Water	**C2 37 37, 37**
Air Transmutation	A1 44, 44
Restore Alignment	White Dove Temple
Holy Bonus	Vulcan Temple
Air Encasement	A1 37, 37 40
Frenzy	**B4 44, 37**
Remove Condition	Vulcan Temple
Earth Transmutation	E4 44, 44
Water Encasement	A4 37, 37
Water Transmutation	A4 44, 44
Earth Encasement	E4 44, 44
Fiery Flail	Vulcan Temple
Fire Encasement	E1 37 40, 37 40
Fire Transmutation	E1 44, 44
Mass Distortion	Eleusinian Temple
Divine Intervention	**Druid's Cave 37 41, 37 40**
Holy Word	C1 41, 41
Resurrection	Eleusinian Temple
Uncurse Item	Eleusinian Temple

** Denotes something has to have been completed before going to this location **

Sorcerer Spells	Location
Awaken	Sleepy's Mage Guild
Energy Blast	Sleepy's Mage Guild
Sleep	Sleepy's Mage Guild
Eagle Eye	**Middlegate 37 46, 38**
Identify Monster	Sleepy's Mage Guild
Lloyd's Beacon	Corak's Cavern 43, 37 37
Pro. from Magic	Whirlwind Mage Guild
Acid Stream	Whirlwind Mage Guild
Lightning Bolt	Whirlwind Mage Guild
Wizard Eye	Sandsobar 43, 40
Cold Beam	Whirlwind Mage Guild
Feeble Mind	Mystical Mage Guild
Fireball	Mystical Mage Guild
Disrupt	Mystical Mage Guild
Fingers of Death	**C1 37, 44**
Sand Storm	Mystical Mage Guild
Disintegration	Blackrock Mage Guild
Fantastic Freeze	Blackrock Mage Guild
Super Shock	Blackrock Mage Guild
Dancing Sword	A2 37 41, 37 37
Duplication	Blackrock Mage Guild
Mega Volts	Cabalist Mage Guild
Meteor Shower	Cabalist Mage Guild
Implosion	Cabalist Mage Guild
Inferno	Cabalist Mage Guild
Star Burst	**D1 41, 42**
Enchant Item	Gemmaker Volcano 39, 39

** Denotes something has to have been completed before going to this location **

Need Help?
Have we got a Hireling for you. . .

Name	Location
Sir Hyron Drog	Cavern below Middlegate 46, 37 41
H K Phooey	Sandsobar 40, 37 46
Thund R. Aeriel	Vulcania 40, 38
Big Bootay Cleogotcha	Atlantium 46, 37 40
Harry Kari No Name	Cavern below Vulcania 37, 37 40
Gertrude Rat Fink	Tundara 37 41, 37 46
Friar Fly Dark Mage	Castle Hillstone 44, 40
Red Duke Dead Eye	D1 37 40, 37
Nakazawa Sherman	B4 37 46, 37
Flailer Fumbler	A3 44, 37
Sir Kill Jed I	Sarakin's Mine 43, 38
Holy Moley Slick Pick	Dawn's Mist Cavern 40, 37 37
Mr. Wizard	D3 37, 37 40

The Jurors, Plus Quests, and Triple Crown

In order to rescue Cron from destruction, it is necessary to vanquish the direst evil present in the world. To begin, visit the Jurors of Mount Farview in Region D2 at 7,0.

If their clues are too difficult, the statuary in Atlantium should provide sufficient aid.

If the eight still cannot be found, decode the ensuing messages:

Knights should joust with the Dread Knight in 28 15 17 19 25 24 10 12 39 10 11 30 10 41, 37 40.

Paladins should defeat the mighty Frost Dragon general in the 16 25 28 12 19 14 14 15 24 10 16 25 28 15 29 30 10 13 11 32 15 28 24 10 11 30 10 44, 44.

Archers should shoot down the detestable Baron Wilfrey in 28 15 17 19 25 24 10 12 38 10 11 30 10 37 37, 38.

Clerics should reunite Corak's Body and Soul. First, find the Soul in 28 15 17 19 25 24 10 13 37 10 11 30 10 37 46, 37 41. Bring the Soul to the Body resting in 13 25 28 11 21 47 29 10 13 11 32 15 28 24 10 11 30 10 44, 46.

Sorcerers should free both the Good Wizard Yekop and the Evil Wizard Ybmug from stasis. Find Yekop in 30 25 33 15 28 10 25 16 10 23 15 28 13 35 10 11 30 10 37 38, 41. Find Ybmug in 14 11 28 21 10 21 15 15 26 10 11 30 10 39, 37 46.

Barbarians must defeat the Barbarian Chieftain in a duel to the death in 28 15 17 19 25 24 10 13 40 10 11 30 46, 37 41.

Ninjas must assassinate the evil Dawn in 14 11 33 24 47 29 10 23 19 29 30 10 13 11 32 15 28 24 10 11 30 10 44, 45.

Robbers must simply accompany one or more of the classes on their quests to be rewarded properly.

To see Queen Lamanda in Luxus Palace Royale, every character in your party must complete the appropriate quest listed above as well as winning the fabled Triple Crown. To do this, simply buy three Black Tickets at Drewnhald's Ironworks in Atlantium. Next, take one Black Ticket to The Arena, Monster Bowl, and The Colosseum. Win each Black Ticket battle at each venue and then see Queen Lamanda. Remember, all in her presence must have won these three battles.

Lord's Quests

Three lords in Cron bequeath quests to those noble Crusaders who accept their challenges. While some of the quests are more difficult than others, in the end they all prove worthwhile.

Lord Slayer seeks the heads of three beasts to finish his trophy collection. Find Lord Slayer inside Castle Hillstone at 41, 38.

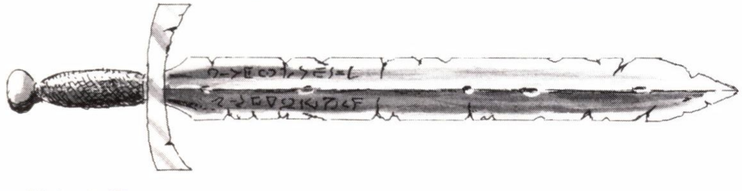
Dragon Lord	Area D1 37 46, 37 38
Queen Beetle	Area E2 37 37, 42
Serpent King	Area E3 41, 42

Lord Hoardall seeks three ultimate swords to complete his display. Find Lord Hoardall inside Castle Woodhaven at 45, 37 37.

Sword of Valor	Area A2 37 37, 38
Sword of Nobility	Area D1 46, 44
Sword of Honor	Area D4 37 40, 37 37

Lord Haart seeks two relics from his family's past. To recover these items, the party should be on good terms with Lord Peabody and be prepared to spend a considerable amount of time travelling. Find Lord Haart at Castle Haart at Area B1 at 41, 41.

Spaz Twit	Area A1 37 37, 39
The Long One	Area E2 41, 40



Tavern Specialties

Most people think that each town's tavern is only a place to procure food, listen to the patrons exchange wild rumors, or unearth the bartender's personal thoughts on affairs in Cron. However, the taverns also offer speciality gourmet meals and exotic drinks which can alter each and every adventurer's disposition temporarily.

Each tavern has the same drink menu, use the code key to decipher what attribute each drink effects. (Remember, if you drink too many exotic drinks, you could become sick.)

Orc Beer - 29 30 28 15 24 17 30 18
Straight Shot - 11 13 13 31 28 11 13 35
Id Elixir - 26 15 28 29 25 24 11 22 19 30 35
Academic Ale - 19 24 30 15 22 22 19 17 15 24 13 15
Rare Vintage - 22 15 32 15 22
Mystic Brew - 29 26 15 22 22-13 11 29 30 19 24 17

Each tavern boasts its own speciality menu of gourmet meals. Some meals can help in various quests and adventures throughout Cron. if all the meals are eaten and enjoyed, The Gourmet should be visited to discuss the finer points of cuisine and relaxation. Following is list of each town's tavern and that tavern's own menu.

Middlegate

The Slaughtered Lamb (4,6)
Horrors d'oeuvres
Soup de Ghoul with Garlic Toast
Dragon Steak Tartar

Atlantium

Boar's Tongue Tavern (12,10)
Lightly Salted Tongue of Toad
Puree of Gnome
Devil's Food Brownie

Tundara

Lucky Dog Saloon (7,9)
- Sizzling Swine Soup
- Red Hot Wolf Nipple Chips
- Roast Leg of Wyvern

Vulcania

Belinthra's Bar (3,2)
- Pickled Pixie Brains
- Deep Fried Troll Liver
- Cream of Kobold Soup

Sandsobar

Red Lantern Tavern (4,11)
- Gourmet Dinner B: Wyrm Chop Suey
- Roast Peasant Under Glass
- Phantom Pudding (Very Low-Cal)

Key to the Might and Magic II Item List

Over 250 total items are to be found in Might and Magic II. Of these 250 items, there are three major types to which they may be classified. Weapons, which have been subdivided into one-handed, two-handed, and missile lists, armor, which has been split into body armor and shields/helmets, and finally miscellaneous items, those items not previously able to be classified.

Each list follows the same, basic menu system. First, the name of the item as it appears in the game is listed. For each individual list, those items appearing in it have been alphabetized for your convenience.

Next, class restrictions are printed. The first letter of any class able to use the item is used to designate the limitation. The eight classes are represented as follows: (K)night, (P)aladin, (A)rcher, (S)orcerer, (C)leric, (R)obber, (N)inja, and (B)arbarian. An example; a KSR assignation means that only (K)nights, (S)orcerers, and (R)obbers can use that specific item. If no letters are printed, then all classes may use the item.

Thirdly comes the Equip Bonus. Any power that the item might alter is listed along with the degree to which that statistic or resistance is raised. If the item cannot be equipped, then "no equip" appears. If the item has no magical force that changes statistics, then the space is left blank. A note: items affect individual elements rather than elements as a whole. Also, PHP stands for Poison/Hold/Paralyze, AC for Armor Class, Enrg for energy, and Thf for the Thievery ability.

Special Powers, if any, follow. The same abbreviations are used as in the Equip Bonus column. Additionally, spells are listed as follows: an S or C to denote whether the spell is a Sorcerous or Clerical spell. Then, the level of the spell and the spell number on that level are listed. So, if S7/3 is listed it would mean that the item can cast Sorcerer level 7 spell number 3, Etherealize. Every item with a special power has a randomly determined, finite number of charges. A Detect Magic spell will inform you of the charges remaining. An item does not need to be equipped for its special power to be used. Remember, a special power is temporary.

Next comes the Gold Value of that item. Items are normally sold for one-quarter total value. Merchants can sell items for one-half total cost. Store keepers are under no such limitations and often sell items at inflated prices.

Finally, for weapons comes the Damage/Bonus. This is the amount of damage the weapon does without modifiers. Strength modifies damage done and accuracy modifies the characters chance to hit. A weapon with a "+", for example a +3 long Sword, modifies both to hit and damage numbers. For armor, the final category, Armor, lists the number by which a characters Armor Class is inflated. A "+" raises the armor class additionally. A last word, a "+" on any item also modifies the Equip Bonus and the Special Power of that item.

One-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Accurate Swd	KPAR	Acc +10		4000	10
Acidic Sword	KPAR	Acid +15	S3/1	4000	10
Battle Axe	KPARB			60	10
Blazing Axe	KPARB	Fire +15		1500	10
Broad Sword	KPAR			100	10
Bull Whip	KCSRNB			25	6
Chance Sword	KPAR	Luck +15		4000	10
Cold Blade	KPAR	Cold +15	S4/1	4000	10
Cudgel	KPACRB			15	5
Cutlass	KPAR			40	7
Dagger	KPASRNB			8	4
Divine Mace	KPACRB	AC +10	C9/1	30000	14
Dyno Katana	KN	Elec +15	Level +15	20000	20
Ego Scimitar	KPAR	Per +12		2000	9
Electric Axe	KPARB	Elec +15	S3/4	2500	10
Electric Swd	KPAR	Elec +15	S6/5	4000	10
Energy Blade	KPAR	Enrg +15	S6/1	30000	20
Energy Whip	KCSRNB	Enrg +15	S1/3	500	6
Exacto Spear	KPARNB	Acc +6		800	7
Fast Cutlass	KPAR	Spd +4		1000	7
Fiery Spear	KPARNB	Fire +15	S4/3	1200	7
Flail	KPACR			100	8
Flaming Swd	KPAR	Fire +15	S4/3	4000	10
Flash Sword	KPAR	Enrg +15	S3/4	4000	10
Force Sword	KPAR	Mgt +15	Mgt +15	30000	20
Grand Axe	KPARB	Mgt +15	Mgt +15	20000	20
Hand Axe	KPARNB			10	5
Holy Cudgel	PC	Per +15	C9/2	20000	10
Ice Scimitar	KPAR	Cold +15	S6/3	20000	18
Katana	KN			150	10
Large Club				4	4
Large Knife	KPASRNB			10	5
Looter Knife	KPASRNB	Thf +15		400	6
Long Dagger	KPASRNB			20	6
Long Sword	KPAR			50	8
Lucky Knife	KPASRNB	Luck +10		250	5
Mace	KPACRB			50	7
Magic Sword	KPAR	Magic +15	Level +15	30000	20
Maul	KPACRB			30	6
Mauler Mace	KPACRB	Mgt +6		600	7
Mighty Whip	KCSRNB	Mgt +3		400	6
Nunchakas	KN			30	6
Photon Blade	K	Mgt +15	S9/1	50000	25
Power Club		Mgt +3		200	6

One-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Power Cudgel	KPACRB	Mgt +3		300	5
Quick Flail	KPACR	Spd +5		1200	8
Rapid Katana	KN	Spd +6		3000	10
Sabre	KPAR			60	8
Sage Dagger	AS	Int +15	Level +15	20000	8
Scimitar	KPAR			80	9
Scorch Maul	KPACRB	Fire +15		400	6
Sharp Sabre	KPAR	Acc +5		1500	8
Shock Flail	KPACR	Elec +15	S2/2	1200	8
Short Sword	KPARN			15	6
Slumber Club		Sleep +15	S1/7	100	4
Small Club				1	2
Small Knife	KPASRNB			5	3
Sonic Whip	KCSRNB	PHP +15	C2/4	500	6
Spear	KPARNB			15	7
Speedy Sword	KPAR	Spd +10		4000	10
Spiked Club	KPASRNB			15	6
Swift Axe	KPARB	Spd +15	Spd +15	20000	20
Thunder Swd	KPAR	Mgt +15	S3/4	30000	20
True Axe	KPARB	Acc +5		1800	10
Wakizashi	KN			60	8

Two-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Bardiche	KPAB			200	13
Dark Trident	KPAB	AC +15		50000	30
Fire Glaive	KPAB	Fire +15	S4/3	3000	10
Flamberge	KPA			400	16
Genius Staff	KACSN	Int +10	Level +15	30000	16
Glaive	KPAB			80	10
Great Axe	KPAB			300	15
Great Hammer	KPACB			300	14
Halberd	KPAB			250	14
Harsh Hammer	KPACB	Mgt +3		1500	15
Ice Sickle	KPAB	Cold +15	S4/1	3000	16
Moon Halberd	KPAB	Luck +15	C7/3	50000	30
Naginata	KN			300	12
Pike	KPAB			150	12
Scythe	KPAB			50	9
Sickle	KPAB			30	8

Two-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Soul Scythe	KPAB	Magic +15	S5/2	40000	18
Staff	KPACSNB			40	8
Stone Hammer	KPACB	Magic +15		3000	18
Sun Naginata	KN	AC +15	Level +15	40000	25
Titan's Pike	KPAB	Mgt +15	Mgt +15	50000	40
Trident	KPAB			100	11
Tri-Sickle	KPAB			2000	24
War Hammer	KPACB			120	10
Wind Staff	KPACSNB	Spd +5	C5/1	1500	8
Wizard Staff	S	Int +15	S7/4	30000	16

Missile Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Ancient Bow	KPA	Acc +15	Acc +15	200000	35
Blowpipe	KPASRNB			10	4
Burning xBow	KPARN	Fire +10	C3/5	2500	8
Cinder Pipe	KPASRNB	Fire +10	S4/3	2500	4
Crossbow	KPARN			50	8
Death Bow	KPA	Luck +15	Level +15	40000	24
Energy Sling	KPARNB	Enrg +15	S1/3	15000	10
Fireball Bow	KPAN	Fire +15	S4/3	4000	10
Giant Sling	KPARNB	PHP +15	Mgt +15	20000	15
Great Bow	KPA			200	12
Long Bow	KPAN			100	10
Meteor Bow	KPA	AC +15	S8/3	100000	24
Pirates xBow	KPARN	Thf +10	Acc +15	3000	8
Quiet Sling	KPARNB	Sleep +15	C2/6	1500	5
Shaman Pipe	KPASRNB	Magic +10	SpLvl +1	1500	4
Short Bow	KPAN			25	6
Sling	KPARNB			15	5
Star Bow	KPA	Enrg +15	S9/3	100000	24
Voltage Bow	KPAN	Elec +10	S 3/4	4000	10

Armor

Armor Name	Class	Equip Bonus	Special Power	Gold Value	Bonus
B Chain Mail	KPACR	PHP +15		7000	6

Armor

Armor Name	Class	Equip Bonus	Special Power	Gold Value	Bonus
B Plate Mail	KP	PHP +15		13000	8
B Ring Mail	KPACRN	PHP +15		5000	5
B Scale Mail	KPACRNB	PHP +15		4000	4
B Splintmail	KPC	PHP +15		9000	7
Chain Mail	KPACR			400	6
G Chain Mail	KPACR	Luck +15	Level +10	40000	8
G Plate Mail	KP	Luck +15	Level +15	200000	12
G Ring Mail	KPACRN	Luck +15	Level +10	20000	7
G Scale Mail	KPACRNB	Luck +15	Level +10	10000	6
G Splintmail	KPC	Luck +15	Level +12	60000	9
I Chain Mail	KPACR	Sleep +15		6000	6
I Plate Mail	KP	Sleep +15		12000	8
I Ring Mail	KPACRN	Sleep +15		4000	5
I Scale Mail	KPACRNB	Sleep +15		3000	4
I Splintmail	KPC	Sleep +15		8000	7
Leather Suit	KPACRNB			40	3
Padded Armor	KPACSRNB			20	2
Plate Armor	KP			2000	10
Plate Mail	KP			1000	8
Ring Mail	KPACRN			200	5
Scale Armor	KPACRNB			100	4
S Chain Mail	KPACR	Energy +15		8000	6
S Plate Mail	KP	Energy +15		14000	8
S Ring Mail	KPACRN	Energy +15		6000	5
S Scale Mail	KPACRNB	Energy +15		5000	4
S Splintmail	KPC	Energy +15		10000	7
Splint Mail	KPC			600	7

Shields

Shield Name	Class	Equip Bonus	Special Power	Gold Value	Bonus
Acid Shield	KPCRB	Acid +15		2000	3
Bronze Helm	KPCB	PHP +15		2000	2
Bronze Shld	KPCRB	PHP +15		2000	3
Cold Shield	KPCRB	Cold +15		2000	3
Electric Shd	KPCRB	Elec +15		2000	3
Fire Shield	KPCRB	Fire +15		2000	3
Gold Helm	KPCB	Luck +15	Level +5	20000	4
Gold Shield	KPCRB	Luck +15		10000	7
Great Shield	KPCRB			150	3
Helm	KPCB			30	2

Shields

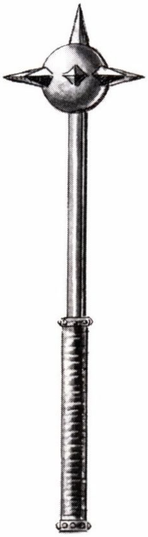
Shield Name	Class	Equip Bonus	Special Power	Gold Value	Bonus
Iron Helm	KPCB	Sleep +15		1000	2
Iron Shield	KPCRB	Sleep +15		2000	3
Large Shield	KPCRB			60	2
Magic Shield	KPCRB	Magic +15		5000	5
Silver Helm	KPCB	Energy +15		5000	3
Silver Shld	KPCRB	Energy +15		2000	3
Small Shield	KPCRB			15	1

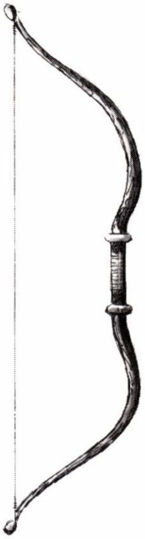
Miscellaneous Items

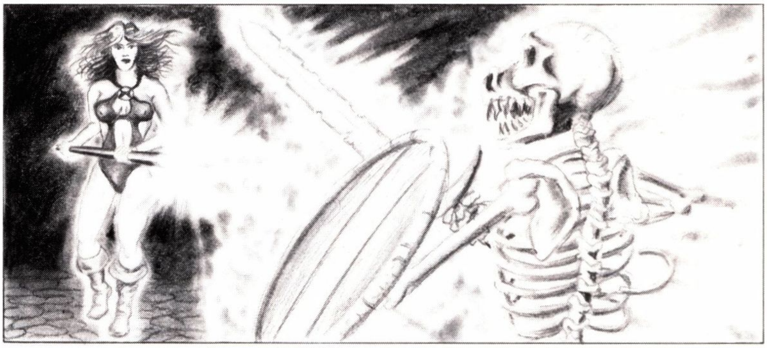
Item Name	Class	Equip Bonus	Special Power	Gold Value
Acy Gauntlet	KPACRNB	Acc +6	Acc +10	4000
Admit 8 Pass		No Equip		200
Agate Grail	P	Per +15		10000
Air Disc		No Equip	C4/2	10000
Air Talon		No Equip	C5/1	50000
Amber Skull	S	Int +15		10000
Amethyst Box	R	Luc +15		10000
Antidote Ale		No Equip	C3/3	1000
A-1 Todilor		No Equip		1
Black Key		No Equip		1000
Black Ticket		No Equip		1000
Castle Key	RN	Thf +5		200
Compass		No Equip		200
Corak's Soul		No Equip		1
Coral Broach	B	Mgt +15		10000
Crystal Vial	N	Spd +15		10000
Cupie Doll		No Equip		1
Cureall Wand		PHP +15	C5/5	15000
Defense Ring		AC +2	S4/5	4000
Disruptor		Ene +15	S5/1	20000
Dog Whistle		Luc +1	S4/4	50
Dove's Blood		No Equip	C4/3	2000
Earth Disc		No Equip	C6/1	10000
Earth Talon		No Equip	C7/1	50000
Element Orb		No Equip	S9/3	100000
Elven Boots	AR	Spd +5		10000
Elven Cloak	AR	AC +5	S3/3	15000
Emerald Ring		AC +15		1000
Enchanted Id		Per +15	Lvl +15	25000
Energizer		No Equip	S6/4	10000
Fe Farthing		No Equip		10
Fire Disc		No Equip	C8/2	10000
Fire Talon		No Equip	C8/1	50000
Force Potion		No Equip	Mgt +10	100
Freeze Wand		Cold +15	S6/3	25000

Miscellaneous Items

Item Name	Class	Equip Bonus	Special Power	Gold Value
Gold Goblet		No Equip		250
Green Key		No Equip		100
Green Ticket		No Equip		10
Herbal Patch		No Equip	C2/1	400
Hero Medal		Per +4	C2/2	800
Holy Charm		No Equip	C1/7	200
Honor Sword		No Equip		5000
Hourglass		No Equip	S4/6	2000
Instant Keep		No Equip	S5/4	5000
Invisocloak		AC +6	S3/3	2000
Ivory Cameo	K	Mgt +15		10000
J-26 Fluxer		No Equip		1
Lantern		No Equip	S1/5	20
Lapis Scarab	B	Mgt +15		10000
Lava Grenade		No Equip	S4/3	2000
Lich Hand	KSR	No Equip	S5/2	10000
+7 Loincloth		Per +10		5000
Magic Charm		Mgc +10	S2/7	800
Magic Herbs		No Equip	C1/4	50
Magic Meal		No Equip	C3/2	1000
Magic Mirror		No Equip	S7/2	30000
Mark's Keys		No Equip		1
MaxHP Potion		No Equip	MaxHP	4000
Mgt Gauntlet	KPACRB	Mgt +6	Mgt +10	4000
Monster Tome		No Equip	S2/3	2000
Moon Rock		No Equip	C7/3	12000
M-27 Radicon		No Equip		1
N-19 Capitor		No Equip		1
Noble Sword		No Equip		5000
Onyx Effigy	C	Per +15		10000
Opal Pendant	P	Mgt +15		10000
Pearl Choker	C	Per +15		10000
Phaser		Acc +5	S6/1	20000
Quartz Skull	S	Int +15		10000
Ray Gun		Acc +5	S1/3	400
Red Key		No Equip		500
Red Ticket		No Equip		250
Rope'n'Hooks		No Equip	S2/4	10
Ruby Amulet	N	Luc +15		10000
Ruby Ankh		Luc +10	C7/4	30000
Ruby Tiara	K	Acc +15		10000
Sage Robe	S	Int +6	Lvl +10	25000
Sapphire Pin	R	Luc +15		10000
Sextant		No Equip	S1/6	500
Silent Horn		PHP +10	C2/6	800
Skeleton Key	RN	Thf +10		800

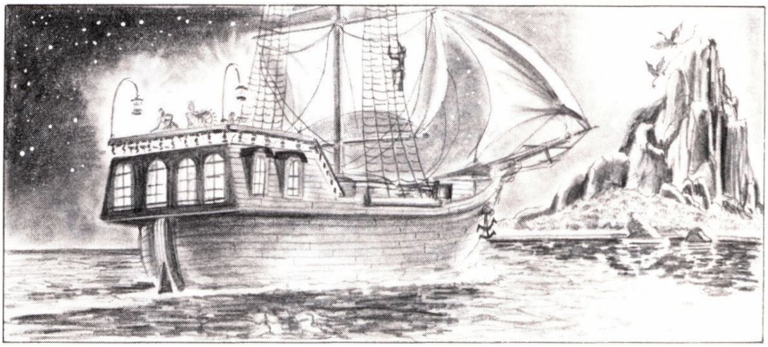






Miscellaneous Items

Item Name	Class	Equip Bonus	Special Power	Gold Value
Skill Potion		No Equip	Lvl +5	500
Speed Boots		Spd +15	C5/3	15000
Stealth Cape	RN	Thf+10	Spd +15	4000
Storm Wand		Elec +10	S3/4	2000
Sun Crown	A	Int +15		10000
Super Flare		No Equip	C3/5	1000
Teleport Orb		No Equip	S5/5	5000
Thief's Pick	RN	Thf+15		200
Topaz Shard	A	Acc +15		10000
Torch		No Equip	S1/5	1
Valor Sword		No Equip		10000
Wakeup Horn		No Equip	S1/1	50
Water Disc		No Equip	C6/5	10000
Water Talon		No Equip	C6/4	50000
Web Caster		S3/5		100
Witch Broom		No Equip	S3/2	1000
Yellow Key		No Equip		200
Yellow Tickt		No Equip		50



Key to the Might and Magic II Monster List

Well over 200 fearsome monsters, cunning bandits, and other, powerful foes harass the peace-loving population of Cron. Girded in shining armor and armed with mighty weapons and powerful spells, many have sought to tame them. From these warriors' innumerable adventures and successful battles, records of the most plentiful of creatures has come into being.

Much of what is known today is due to the obsession of Lord Slayer, with his consuming passion for the destruction of all beasts and criminals. Many a knight has gone to Slayer's fortress, Castle Hillstone, seeking a boon from their lord only to have it granted to them after they slay some foul denizen of Cron. Much useful information has been gathered because of this, though that information has been tainted with many a pointless death or maiming.

A chart has been prepared, listing first a creature's name as known to the general populace. The list has been alphabetized for convenience. Next, the amount of damage the being can withstand is logged down. Thirdly, a number representing the natural armor of the monster is represented. The greater the number, the more difficult that monster is to score a hit upon.

Subsequently, four attributes in a row are defined. For these attributes, only a yes or a no, shown by "Y" or "N" respectively, is known. The abilities are as follows: "Undead" - whether or not a monster is of the undead. "SP" - whether or not that monster has a special power, such as the ability to cast a spell or breathe flame. "BT" - whether or not a monster inflicts some additional calamity upon a party member when that monster physically touches that member. Some examples are poison, disease, theft of items, and many, many more. Lastly is "MR" - whether or not a creature has resistance to magic spells cast against it. This resistance varies in levels of effectiveness according to the might or power of the specific monster.

Finally, the number of times a monster can attack coupled with the amount of damage each attack can do is listed. The number of attacks seem to vary from 1 to 16. Some damage per attack has been seen above 200 points! The success of a monster's attack depends directly upon its power. The stronger the monster, the easier it hits a character, and the more damage it does.

Monster List

Name	HP	AC	Undead	SP	BT	MR	# Attacks /Damage
Acidic Blob	60	15	N	Y	N	N	2/30
Acwalandar	2000	80	N	Y	Y	Y	16/100
Air Elemental	250	26	N	Y	N	Y	6/50
Alien Probe	500	23	N	Y	N	Y	4/50
Amazon	90	12	N	N	N	N	2/30
Ancient Dragon	5000	50	N	Y	N	Y	8/200
Apparition	100	20	Y	N	Y	Y	3/30
Aquasaurus	160	25	N	N	N	N	2/70
Arachnoid	45	8	N	N	Y	N	2/15
Archer	250	31	N	Y	N	Y	6/50
Armored Dragon	400	31	N	Y	N	Y	5/80
Assassin	100	22	N	N	Y	N	2/80
Avenger	160	23	N	N	N	Y	4/25
Barbarian	200	16	N	N	N	Y	5/30
Baron Wilfrey	300	50	N	N	N	N	5/60
Beggar	10	4	N	N	Y	N	2/6
Blood Sucker	1	10	N	N	Y	N	1/4
Bonehead	90	20	Y	Y	Y	Y	3/30
Bozorc The Orc	200	16	N	N	Y	N	4/40
Brain Eater	10	5	Y	Y	Y	Y	1/10
Brainless One	20	6	N	N	N	N	2/8
Brutal Bruno	300	30	N	N	N	Y	6/50
Burglar	22	5	N	N	Y	N	2/7
Canine Creep	64	15	N	N	N	N	3/20
Carnage Spirit	25	8	Y	N	Y	Y	3/8
Castle Guard	70	17	N	N	N	N	2/32
Cat Corpse	40	10	Y	N	N	Y	2/18
Cat From Hell	2000	40	N	Y	Y	Y	6/100
Cavalier	70	17	N	N	N	Y	3/20
Champion	80	20	N	N	N	Y	3/30
Chancellor	90	20	N	Y	N	Y	1/20
Chomper	50	15	N	Y	N	N	4/8
Cloud Dragon	160	19	N	Y	N	Y	5/30
Cockatrice	50	10	N	N	Y	N	3/20
Coffin Creep	50	6	Y	Y	N	Y	2/10
Conjurer	12	3	N	Y	N	N	1/5
Cosmic Sludge	130	25	N	N	Y	N	3/30
Court Bowman	150	25	N	N	N	N	6/40
Court Jester	80	17	N	Y	Y	Y	3/20
Court Mage	100	19	N	Y	N	Y	1/20
Crazed Dwarf	45	7	N	Y	N	N	2/20
Crazed Native	30	8	N	Y	N	Y	4/15
Creepy Crawler	5	4	N	N	Y	N	2/6
Cripple	1	1	N	N	Y	N	2/4
Cron Man Trap	400	21	N	Y	N	N	4/40
Crusader	200	29	N	N	N	Y	5/40
Crypt Fiend	150	32	Y	Y	Y	Y	3/40
Cuisinart	1000	60	N	Y	N	Y	16/250
Cursed Corpse	60	8	Y	N	Y	Y	2/10
Cursed Slayer	50	13	N	N	Y	Y	3/18
Dagger Jaw	300	22	N	N	Y	N	2/150
Dancing Bones	35	4	Y	N	N	Y	2/10
Dancing Dead	45	6	Y	N	Y	Y	1/16
Dark Knight	700	60	N	N	Y	Y	10/40
Dawn	300	25	N	Y	Y	Y	4/70

Monster List

Name	HP	AC	Undead	SP	BT	MR	# Attacks /Damage
Dead Head	250	15	N	N	Y	N	2/50
Deadly Rattler	40	5	N	N	Y	N	1/30
Death in a Box	2000	40	N	Y	Y	Y	8/100
Death's Agent	600	40	N	Y	Y	Y	9/50
Death Spider	90	19	N	N	Y	N	4/23
Demon Soldier	200	22	N	N	N	Y	5/50
Devil King	5000	60	N	Y	Y	Y	6/250
Devil's Envoy	500	40	N	Y	Y	Y	5/50
Devil's Mouse	500	31	N	N	Y	Y	3/120
Dinobug	100	10	N	N	N	N	1/80
Dinosaur	250	16	N	N	N	N	2/100
Dino Spider	250	20	N	N	Y	N	2/100
Dragon Lord	340	40	N	Y	Y	Y	6/50
Dread Knight	300	28	N	N	N	N	4/70
Druid	40	9	N	Y	N	Y	2/12
Dwarven Elder	300	24	N	N	N	Y	4/80
Dwarven Knight	100	23	N	N	N	Y	4/30
Earth Elemental	250	26	N	Y	N	Y	6/50
Earth Wyrm	130	19	N	Y	N	Y	3/60
Element Hydra	600	40	N	Y	N	Y	8/40
Elf Warrior	120	22	N	N	N	N	4/20
Elven Archer	1000	40	N	N	N	Y	14/40
Enchantress	100	13	N	Y	Y	Y	1/25
Endless Knight	300	50	N	N	N	N	8/50
Ethereal Being	250	70	N	N	Y	Y	10/30
Fire Devil	150	22	N	Y	N	Y	3/60
Fire Dragon	300	25	N	Y	N	Y	5/50
Fire Elemental	250	26	N	Y	N	Y	6/50
Fire Faery	230	22	N	Y	Y	Y	3/40
Flaming Fear	70	18	N	Y	N	Y	2/20
Flesh Eater	6	4	Y	N	Y	N	2/6
Fool	6	4	N	Y	N	N	1/6
Foot Soldier	35	10	N	N	N	N	2/12
Friar	20	3	N	Y	N	N	2/8
Frost Dragon	250	22	N	Y	N	Y	5/40
Gargoyle	50	10	N	N	Y	Y	3/13
Gate Keeper	60	15	N	N	N	Y	1/40
Ghost	200	17	Y	N	Y	Y	2/30
Ghoul	25	7	Y	N	Y	N	2/8
Giant Beetle	10	7	N	N	N	N	1/10
Giant Lizard	40	8	N	N	N	N	1/25
Giant Ogre	70	8	N	N	N	Y	2/50
Giant Scorpion	60	11	N	N	Y	N	3/20
Gnasher	25	8	N	N	N	N	2/10
Gnome	40	10	N	N	Y	Y	2/12
Gnome Elder	20	4	N	Y	N	Y	1/8
Goblin	6	6	N	N	N	N	1/12
Gorgon	150	14	N	Y	N	Y	3/30
Gralkor	1700	70	N	Y	Y	Y	10/80
Gravewalker	70	15	Y	N	Y	Y	2/20
Greedy Snitch	12	4	N	N	Y	N	1/8
Griffin	150	20	N	N	Y	Y	5/25
Grim Reaper	70	16	Y	Y	Y	Y	2/25
Guardian	150	13	N	Y	N	Y	1/50
Guardian Hound	200	15	N	Y	N	Y	2/80

Monster List

Name	HP	AC	Undead	SP	BT	MR	# Attacks /Damage
Hatchet Man	200	25	N	N	Y	N	5/32
Hermit	30	9	N	N	Y	N	1/15
High Priest	1000	32	N	Y	N	Y	4/30
Hill Giant	120	17	N	N	N	N	2/70
Holy Man	100	20	N	Y	N	Y	2/15
Holy Warrior	1000	80	N	N	N	Y	12/60
Horned Fiend	80	18	N	Y	Y	Y	3/20
Hunchback	35	3	N	N	N	N	2/12
Hungry Plant	10	4	N	N	Y	Y	1/15
Hypnobeetle	20	8	N	Y	Y	N	2/10
Illusionist	45	11	N	Y	Y	Y	1/10
Inept Wizard	2	2	N	Y	N	N	1/6
Insect Plague	35	5	N	Y	N	N	16/2
Iron Wizard	80	21	N	Y	N	N	2/30
Jouster	500	50	N	N	N	Y	4/80
Juggler	20	4	N	Y	N	Y	3/6
Kensai	500	40	N	N	N	N	8/32
Killer Bees	40	9	N	Y	Y	N	16/4
Killer Cadaver	30	6	Y	Y	Y	N	2/6
Killer Canine	50	13	N	N	N	N	2/50
Killer Cobra	50	10	N	N	Y	N	1/80
Kobold	8	6	N	N	N	N	2/6
Kobold Captain	28	8	N	N	N	N	2/10
Leper	40	5	N	N	Y	N	1/10
Leprechaun	40	28	N	Y	Y	Y	1/20
Lich Lord	2000	60	Y	Y	Y	Y	4/50
Lightning Bugs	80	19	N	Y	N	N	10/10
Living Dead	180	50	Y	Y	Y	Y	4/70
Lost Soul	80	18	Y	Y	Y	Y	2/25
Lucky Dog	70	20	N	Y	Y	Y	2/32
Mad Peasant	60	13	N	Y	N	N	2/30
Magic Serpent	800	40	N	Y	N	Y	2/120
Man-at-Arms	20	9	N	N	N	N	1/16
Mandagual	100	40	N	N	Y	N	4/25
Master Ninja	1000	60	N	N	Y	Y	12/40
Master Robber	1000	40	N	Y	Y	Y	8/40
Mega Dragon	64000	250	N	Y	Y	Y	16/250
Mega Troll	2500	50	N	N	N	Y	8/170
Melting Man	130	22	N	N	Y	N	3/30
Merchant	6	5	N	N	N	N	1/8
Mini Rex	10	6	N	N	N	N	1/12
Minor Demon	50	13	N	Y	N	Y	2/20
Minor Devil	60	16	N	Y	N	Y	2/40
Minotaur	150	35	N	Y	Y	Y	2/80
Mist Rider	350	50	N	Y	N	Y	8/30
Mist Warrior	350	30	N	Y	N	Y	6/60
Monster Masher	500	40	N	Y	Y	N	6/60
Mountain Man	90	11	N	N	N	N	3/23
Mounted Patrol	70	22	N	N	N	N	4/25
Mugger	10	6	N	N	Y	N	2/6
Mummy	150	11	Y	N	Y	Y	2/50
Mutant	70	16	N	Y	N	Y	2/30
Mutant Fish	6	6	N	N	Y	N	1/12

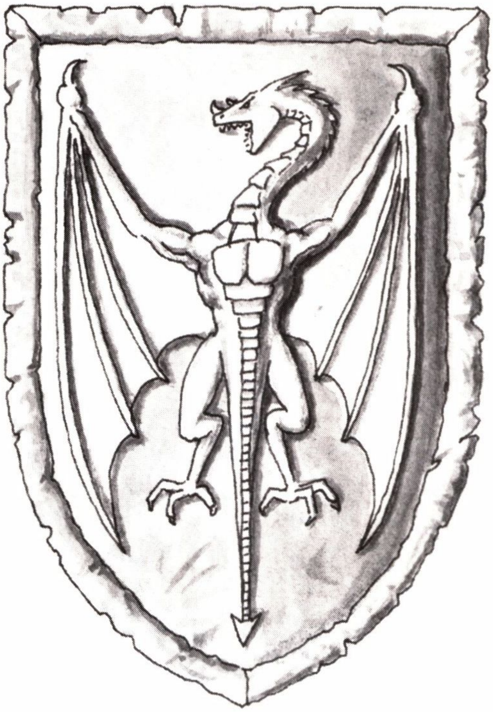
Monster List

Name	HP	AC	Undead	SP	BT	MR	# Attacks /Damage
Mutant Swine	50	8	N	N	N	N	2/15
Mystic Clown	100	16	N	Y	Y	Y	3/30
Nasty Witch	38	7	N	Y	N	Y	2/12
Necromancer	60	13	N	Y	N	Y	1/15
Neophyte Thief	14	6	N	N	Y	N	1/6
Night Stalker	60	14	Y	N	Y	N	2/30
Ninja	35	15	N	N	Y	Y	3/12
Old Miser	1	4	N	Y	N	N	1/4
Ooze Warrior	350	22	N	Y	Y	N	3/70
Orb Guardian	300	32	N	N	Y	Y	6/100
Orc	20	6	N	N	N	N	1/15
Orc God	50000	40	N	N	N	N	4/200
Paladin	120	24	N	N	N	Y	5/30
Pegasus	120	26	N	N	N	Y	3/40
Phantasm	12	7	Y	N	N	N	1/20
Phantom	64	19	Y	Y	Y	Y	2/30
Phase Spirit	200	60	Y	Y	Y	Y	4/40
Pixie	90	20	N	Y	Y	Y	2/30
Plant Golem	250	30	N	N	N	Y	2/60
Poltergeist	8	6	Y	N	N	Y	3/4
Priest	100	20	N	Y	N	N	2/12
Pyrannaste	1500	60	N	Y	Y	Y	16/80
Pyro Hydra	80	15	N	Y	N	Y	3/50
Queen Beetle	350	50	N	Y	Y	N	4/80
Rabid Rodent	20	3	N	N	Y	N	2/10
Ranger	28	7	N	N	N	Y	4/6
Reptoid	2500	32	N	N	N	Y	10/50
Roc	400	21	N	N	N	N	3/100
Royal Horseman	250	32	N	N	N	N	6/40
Sarakin	250	25	N	Y	Y	Y	2/40
Screaming Pods	15	4	N	N	Y	N	2/8
Sea Monster	70	16	N	Y	N	N	3/30
Seductress	60	9	N	Y	Y	Y	1/10
Serpent King	400	60	N	Y	Y	Y	2/200
Sewer Rat	8	2	N	N	Y	N	1/12
Shadow Rogue	150	23	N	N	Y	N	6/30
Shalwend	1000	70	N	Y	Y	Y	16/80
Shaman	45	8	N	Y	N	Y	1/12
Sheltem	500	60	N	N	Y	Y	8/60
Skeleton	6	6	Y	N	N	N	1/8
Slasher	60	11	Y	N	Y	N	4/20
Sludge Beast	20	4	N	Y	Y	Y	2/6
Snapping Spore	40	6	N	Y	N	N	2/25
Soldier	25	8	N	N	N	N	2/10
Sorcerer	300	24	N	Y	N	Y	2/30
Sorceress	150	18	N	Y	N	Y	1/25
Spaz Twit	50	200	N	Y	N	Y	4/40
Spido Bug	300	22	N	N	Y	N	3/70
Sprite	12	8	N	Y	N	N	1/6
Squire	40	10	N	N	N	N	2/15
Stalker	140	24	N	N	N	N	3/40
Stone Golem	250	30	N	N	N	Y	2/70

Monster List

Name	HP	AC	Undead	SP	BT	MR	# Attacks /Damage
Strangler	80	18	N	Y	Y	N	3/25
Super Sprite	40	10	N	Y	Y	Y	2/15
Swamp Beast	100	11	N	Y	N	N	4/19
Swamp Dog	40	7	N	N	Y	N	1/20
Swamp Thing	70	11	N	N	Y	N	2/40
Swarming Wasps	50	15	N	Y	Y	N	16/5
The Horvath	400	50	N	Y	Y	Y	4/90
The Long One	300	30	N	Y	Y	Y	3/70
The Snowbeast	60	16	N	N	N	N	4/25
Thief	50	16	N	N	Y	N	3/16
Thug Trainee	18	7	N	N	N	N	2/9
Thug Leader	220	22	N	N	Y	N	4/30
Time Lord	3000	110	N	Y	Y	Y	12/150
Titan	2000	40	N	Y	Y	Y	4/120
Trickster	90	19	N	N	Y	N	3/20
Troll	70	13	N	N	N	N	4/30
Troubadour	120	16	N	N	N	N	2/30
Tyrannosaurus	500	24	N	N	N	N	3/90
Valiant Knight	300	32	N	N	N	Y	6/50
Vampire	250	24	Y	Y	Y	Y	3/60
Vampiric Rat	45	9	N	N	N	N	2/14
Venomous Snake	12	3	N	N	Y	N	1/10
Viking	80	14	N	N	N	N	3/30
Warbot	300	25	N	Y	N	Y	3/60
War Eagle	300	21	N	N	N	N	3/70
Warlock	90	20	N	Y	N	Y	2/19
Warrior Boar	60	11	N	N	N	N	2/30
Warrior Maiden	50	19	N	N	N	Y	3/20
Water Elemental	250	26	N	Y	N	Y	6/50
Werebat	35	13	N	N	Y	N	3/10
Werebull	62	10	N	N	Y	Y	1/50
Werewolf	70	17	N	N	Y	Y	3/25
White Knight	100	18	N	N	N	Y	4/32
Wind Mare	50	15	N	N	Y	Y	3/12
Winged Steed	30	6	N	Y	N	Y	3/8
Witch's Cat	4	3	N	N	N	N	1/6
Wizard	150	22	N	Y	N	Y	1/25
Woodsman	50	10	N	N	N	Y	2/20
Wraith	50	10	Y	N	Y	Y	5/18
Wyvern	100	15	N	N	Y	N	3/40
Zombie	20	7	Y	N	Y	Y	2/8

New World Computing, Inc wishes to thank you for playing Might and Magic II: Gates to Another World.



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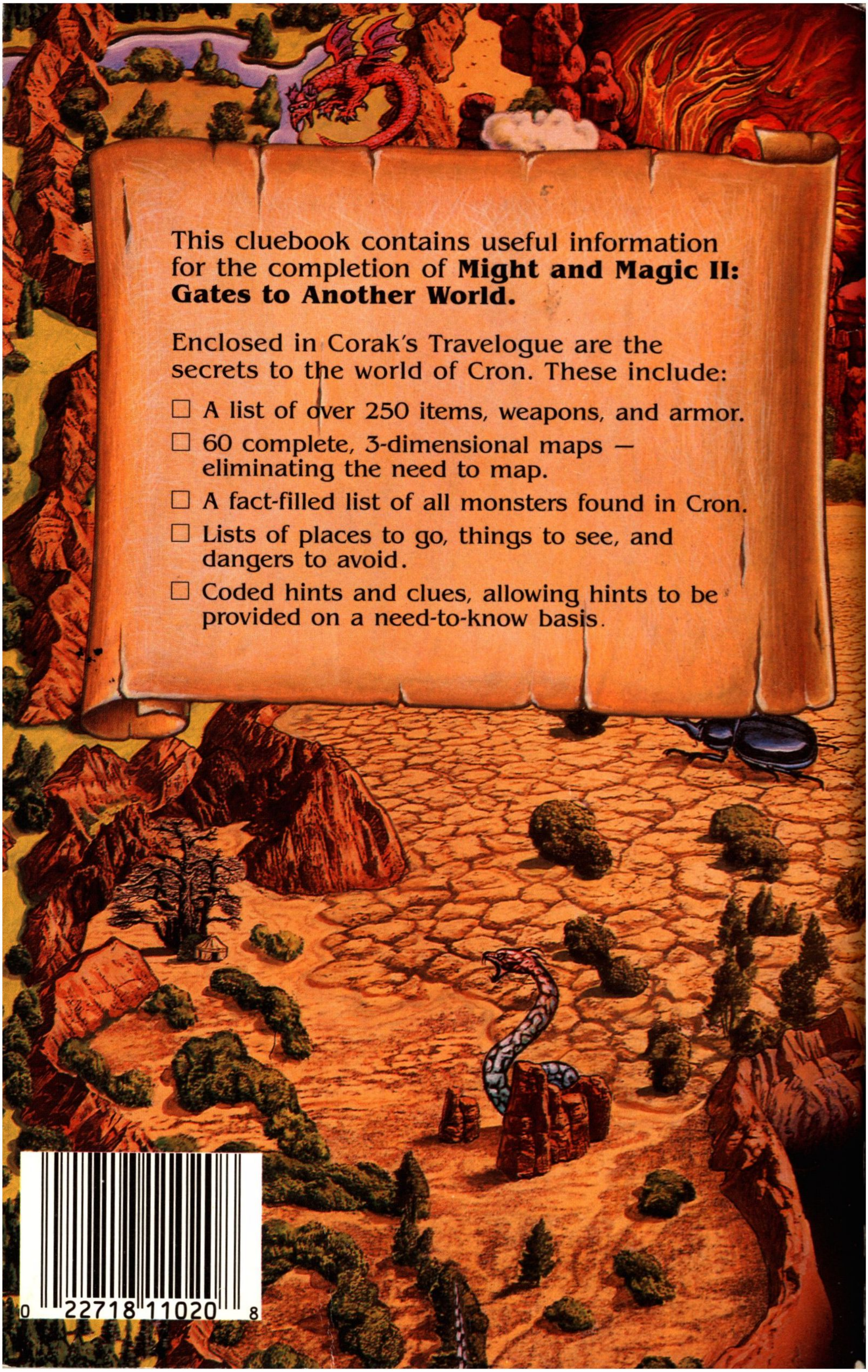

This cluebook contains useful information for the completion of **Might and Magic II: Gates to Another World.**

Enclosed in Corak's Travelogue are the secrets to the world of Cron. These include:

- ☐ A list of over 250 items, weapons, and armor.
- ☐ 60 complete, 3-dimensional maps — eliminating the need to map.
- ☐ A fact-filled list of all monsters found in Cron.
- ☐ Lists of places to go, things to see, and dangers to avoid.
- ☐ Coded hints and clues, allowing hints to be provided on a need-to-know basis.

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